MEGAZONE

AUSTRALIA'S ELECTRONIC ENTERTAINMENT MAGAZINE AUGUST 90

US $3.20 NZ $5.20 (Inc. GST) HK $20

$3.95* AUSTRALIA

ELVIRA
Mistress of the Dark

F19: STEALTH FIGHTER

Cinemaware: The Company

Sega: Things to come

Over 15 Games Reviewed

9 312544 002039

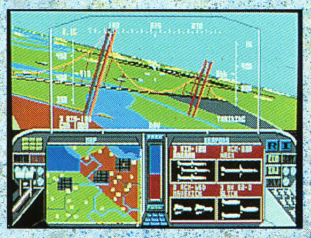
BACK TO THE FUTURE II MINI POSTER!

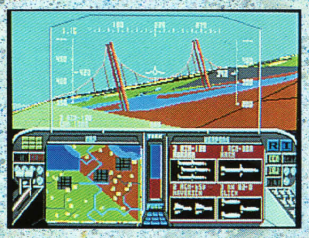
Amazing 3 Dimensional Graphics

F-19

STEALTH FIGHTER

Take a closer look for yourself





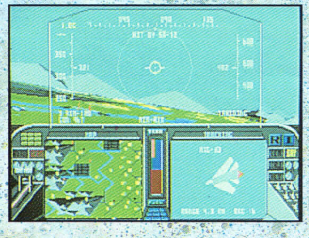
The Air Force can't talk about it, but MicroProse lets you fly it. It's the fighter that radar doesn't see.

Too bad for radar. For human eyes, F19 is a visual feast. The graphics are so real you'll want to reach out and touch the sky. You might flinch when other planes roar past only metres away. Pull the sweetest, smoothest turns you've ever flown and gaze in admiration at the incredible detail of targets and terrain below.

And what about game play? We've got that covered too. Fly a virtually limitless range of secret missions in four strategic regions of the world. Learn the tricks of keeping an electro-magnetic profile too low for radar to detect. And then watch what you can do with it!

F19 Stealth Fighter. Available for your IBM PC/Tandy/Compatibles. Supports VGA/MCGA, EGA,Tandy, CGA and Hercules grapics. Hard disk installation. Availble on 3-1/2 and 5-1/4 inch disk.

Available for Atari ST and Commodore Amiga.



MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL88LD. Tel:(0666) 504326.

ONLY COMMODORE AMIGA MAKES ALL THIS POSSIBLE.

When you first see a Commodore Amiga you'll be amazed at how much it can do. After you've seen its capabilities you won't be surprised that over a million Commodore Amigas have been sold worldwide.

That's because Commodore Amiga is the world's most advanced home and small business computer. It is also the leader in specialised applications such as Desktop Publishing, video graphic design and music.

It talks, animates, educates. Whether you're nine or ninety, student or teacher, Commodore Amiga has the software to aid learning. As well as these applications, it offers a wealth of entertainment with the latest hi-tech video games.

The potential of the Commodore Amiga doesn't stop there. Commodore Amiga has thousands of software packages available as well as a huge range of supporting magazines.

The Commodore Amiga 500 and 2000 make so much possible you're limited only by your imagination.

For further information and your nearest Commodore dealer phone (008) 023 233.

Commodore
AMIGA

JSA COM 0436

ZAP! POW! ZOWIE!

Well here we are again and in full colour with more changes and more pages than ever before.
Wow, things just keep getting better and better, just wait till you see some of the huge changes we have planned for the next issue.
Keep your letters coming in, they provide a superb bunch of pointers for us to work with. If we make changes which you don't like then give us a shout, we are only too pleased (within reason!!) to make way for your recommendations.
Sega, we really let loose on the console section this time and topped it off with a contest to win mega-prizes. There is some new Sega product which is definitely something special.
Rip into it and enjoy! Then chill-out until the new edition!

CONT

6 **New Zone**
Top 10 Action

10 **Blast Zone**
News From our Readers

12 **Elvira**
Mistress of the Dark

14 **Cinemaware**
The Company Behind the Product

16 **My Brain Hurts**
And That's No Lie!

18 **What Makes a Great Game For The Amiga?**

20 **S.S.G.**
Or Better Known as the Battle Bunch

22 **Adventure**

26 **Arnie**
Speaks again

ENTS

28 Trade Wars
Check it Out

32 MegaZone Arcade

Midwinter
Cyberball
Chronoquest
Railroad Tycoon
First Contact
Sir Fred
Knights of the Crystallion
Fire King
Ninja Spirit
Atomix
Pipe Mania
Dynamite Dux
Greg Norman's Golf
Golden Axe
Life & Death

52 Arcades
Coin-ops

54 Sega Section
Serious Fun

58 Sega Competition

ISSUE NUMBER 6
AUGUST 90

PUBLISHER AND EXECUTIVE EDITOR:
Peter Lindemann

TECHNICAL EDITOR:
Andrew Pam

ASSISTANT EDITOR:
Lee Perkins

FEATURES EDITORS:
Peter Chin Quan
Valentino Rossi

STAFF CARTOONIST:
Ian Gunn

PHOTOGRAPHER:
Ken Haesler

DOGSBODY
Adina Hamilton

CONTRIBUTORS:
A Cast of Dozens

MEGAZONE MAGAZINE is a production of MegaZone Publications and is published every two months, acts of various deities and tectonic forces permitting.

Typesetting was executed by To The Letter. Distribution is by Network. Computer store distribution by arrangement through Ozisoft. Recommended retail price is A$3.95.

Design and editorial content is irretrievably COPYRIGHT and may not be reproduced in any form, whether it be electronic, chemical, mechanical or stained-glass window, and may only be done so with permission of The Publisher.

All correspondence should be sent to:

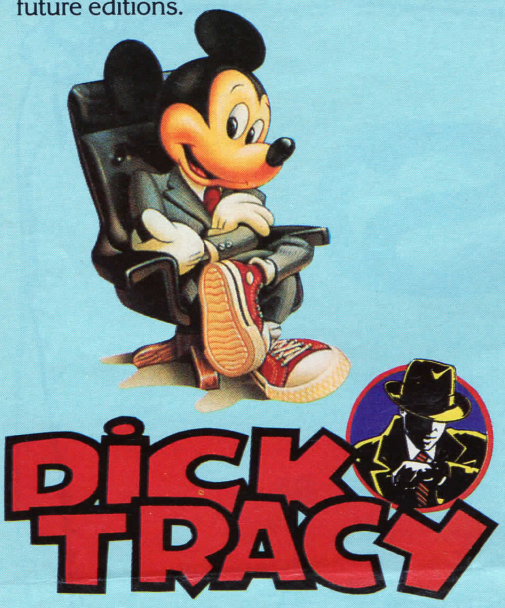
MEGAZONE PUBLICATIONS, POSTAL BAG 9 ROSEBERY NSW 2018

NEWZONE

COMPACT DISC AMIGA

Commodore dynamic total vision is the new buzz word around the industry. CDTV announced by Commodore at the recent C.E.S. show in Chicago. For the first time this system will offer gameplay justification never experienced before. CD integration to computers offers publishers the ability to produce programs featuring "real life" graphics and sounds.

This product is expected to be available in the UK at £700 or USA at US$900. More information to follow in future editions.



DISNEY, HIGH TECH ANIMATION

The entertainment giant has just announced its move into computer software and hardware.

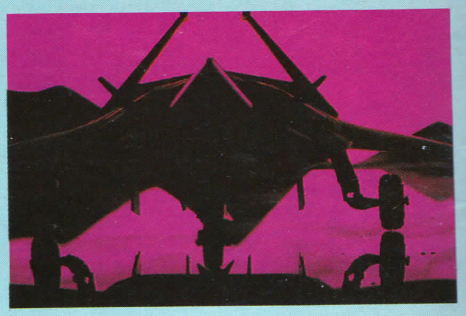
The games will range from Dick Tracy with other movies to follow, and a superb collection of Disney characters in children's educational software.

Disney has also caught attention by announcing an exclusive distribution and development of an audio device for the IBM compatible. "Sound Source" is a 3 inch speaker which plugs into the parallel port giving high quality sound and speech. Not only will you be able to play with Mickey, but he will also speak to us.

PIRATES GET BUSTED

The Federal Police in several states have reported a concentrated push to tackle the major pirates of entertainment software.

The Police are now carefully watching all advertisers in local press and are following through with raids. A recent conviction of a Wollongong pirate is only the tip of the iceberg – *BEWARE!*



1 F-19 STEALTH FIGHTER

The Air Force can't talk about it, but Microprose lets you fly it. It's the fighter that radar doesn't see.

Too bad for radar. For human eyes, F-19 Stealth Fighter is a visual feast. The graphics are so real you'll want to reach out and touch the sky. You might flinch when other planes roar past only meters away. Pull the smoothest turns you've ever flown and gaze in admiration at the incredible detail of targets and terrain below.

2 FLIMBO'S QUEST

Flimbo's Quest is definitely the best platform game to hit the market this century!

You are Flimbo, fighting your way up seven challenging levels to save your sweetheart from the merciless crutches of the mad professor!

Just make sure you don't get distracted by the graphically stunning background and forget about her!

3 RAILROAD TYCOON

You are an entrepreneur in the early 1800s. You understand the changes that are sweeping the land. Factories are rising. The population is swelling. The national clamours to move West. You see opportunity for phenomenal wealth and power. Plan to seize it for yourself.

Feel the thrill of controlling whole worlds of intricate interactions – all centering on you!!

MEGATEN

4 LOST PATROL

This is a fantastically realistic war simulation you'll never forget!!

Weary and ready to head for home, your chopper is spotted by the Veitcong and hit down.

You are the leader of this rugged platoon – and it's your job to get the men through night-time raids and booby traps!!

5 KLAX

The Tic Tac Tile Game.

It's simple in concept, and easy to play. Catch the coloured tiles with the paddle and flip them into bins to make same coloured stacks and rows of three – horizontal lines, vertical stacks or diagonal steps. Sound easy? It is, up to a point!

6 DAY OF THE VIPER

He was designed to explore parts of the galaxy too hostile for human life. Now human-kind depends on him for survival.

Since 2782 A.D. a war has raged between the planets of the Sun League and the Gar, the ruthless master of a mechanoid race. Now his robotic army has seized a vital defense in the Parin system!!

7 ROBOT MONSTERS

Join the heroes of the surface of PLANET X where a rescue mission is in progress. An army of REPTILONS have enslaved the humans stationed there... They are being forced to create an evil Robot destined to DESTROY EARTH!!

8 HEATWAVE: OFFSHORE SUPERBOAT RACING

They rumble like thunder in the distance. The unmistakable sound of 3200 horsepower ripping apart a calm sea!!

Heatwave puts you at the helm of 4 nautical thoroughbreds as you compete on a circuit of realistic, three-dimensional courses.

A fast fleet of 4 computer skippers stands between you and most prestigious title in all powerboat racing: US1 – Best in the World!!!

Buckle your vest. It's going to be a bumpy ride!!!

9 HEROES

Featuring four real hunks, the Heroes storm to the rescue. Schwarzenegger, Skywalker, Barbarian and Bond perform impossible feats and death defying stunts in the most exciting, explosive pack yet.

10 CYCLES INTERNATIONAL GRAND PRIX

Don't ever say we didn't warn you!!

The Cycles International Grand Prix Racing Game wraps you around the chassis of the fastest bikes ever built, as you compete the International Grand

This is the only racing simulation with excellent first person perspective!!!

STAND BY FOR ACTION

Subscribe now or miss out

Twelve issues only $47.00 incl. Postage and handling

If you would like the pleasure of having 12 issues delivred direct to your home, then please fill out this card and post to:

MegaZone Magazine
Private Bag 14
MASCOT NSW 2020

Name.....

Number & Street.....

Suburb.....State.....Postcode.....

Payments

Please debit my account for the subscription of MegaZone Magazine for the amount of $47.00

Please tick:

Bankcard ❑ Card No.

Mastercard ❑ Expiry Date..... Holder's Name.....

VISA ❑

Signature..... Date.....

OR

❑ Enclosed is my cheque/money order for $47

Please note subscriptions can take up to 3 weeks to be cleared.

FREE

postage anywhere in Australia

"Where Prices Are Born, Not Raised"

Marrickville Metro
Shopping Centre
Shop 3A/36 Victoria Road
Marrickville NSW 2204
Telephone: (02) 519 5323

AMIGA

After the War	$55
All Points Bulletin	$45
Altered Beast	$55
American Dreams	$55
Balance of Power 1990	$55
Battlehawk 1942	$55
Battle Squadron	$55
Battle Tech	$55
Batman the Movie	$45
Beverly Hills Cop	$45
Black Tiger	$45
Blood Money	$55
Blood Wych	$55
Cabal	$45
Castle Master	$55
Chase HQ	$45
Commando	$45
Continental Circus	$39
Cosmic Pirate	$45
Double Dragon II	$50
Dr. Dooms Revenge	$55
Dr Plummets	$45
Dragons Breath	$65
Dragon Ninja	$55
Dragon Force	$65
Dragons Lair II	$85
Drakkhen	$55
Eskimo Games	$45
Eye of Horus	$55
F29 Retaliator	$65
Fallen Angel	$50
Fiendish Freddy	$65
Ghostbusters II	$45
Ghouls n Ghosts	$45
Gretzky Hockey	$65
Hard Drivin'	$45
Heros Quest	$55
Highway Patrol II	$55
Hot Rod	$55
Hunt for Red October	$45
Italy 1990	$55
Indiana Jones Last Crusade	$45
Indian Jones Temple of Doom	$65
It Came From the Desert	$55
Keef the Thief	$45
Leisure Suit Larry II	$55
Maniac Mansion	$45
Moonwalker	$45
Millenium 2.2	$45
New Zealand Story	$55
Ninja Warriors	$50
North & South	$55
Operation Thunderbolt	$45
Outrun	$55
P47	$45
Player Manager	$45
Police Quest	$55
Powerdrift	$55
Powerdrome	$45
Pro Tennis Tour	$45
Rainsbow Island	$45
Rick Dangerous	$45
Robo Cop	$55
688 Attack Sub	$37
Satari Guns	$45
Scramble Spirits	$45
Shadow of Beast	$75
Shinobi	$50
Sideshow	$45
Silkworm	$55
Skweek	$45
Space Ace	$79
Star Wars Trilogy	$55
Stormlord	$45
Strider	$45
Stunt Car Racer	$45
Super Wonder Boy	$45
Sword of Sodan	$55
Teenage Mutant Ninja Turtles	$75
Thunderbirds	$55
Tower of Babel	$55
Turbo Outrun	$45
Twin World	$45
T.V. Sports Basketball	$65
T.V. Sports Football	$65
Warhead	$55
Wild Streets	$55
X-out	$55
Xenan II	$55
Xybots	$45

COMMODORE 64/128

	CASS	DISK
3D Pool	$29	$34
All Points Bulletin	$29	$39
Altered Beast	$26	$35
Aust. Rules Football	–	$39
Ballistix	$34	$39
BattleTech	–	$42
Batman the Movie	$26	$35
Beverly Hills Cop	$29	$39
Black Tiger	$26	$35
Cabal	$26	$35
Castle Master	$29	$39
Chase HQ	$36	$35
Chessmaster 2100	–	$45
Double Dragon II	$34	$39
Dr Dooms Revenge	$29	$39
Dragon Spirit	–	$35
Dragon Wars	–	$39
Dynamite Dux	$26	$35
F-15 Strike Eagle	–	$39
Ferrari Formula One	$34	$34
Ghostbusters II	$26	$35
Ghouls n Ghosts	$26	$35
Hot Rod	–	$35
Hunt for Red October	$26	$35
Indiana Jones Last Crusade	$26	$35
Iron Lord	$29	$39
Italy 1990	$25	$35
Mean Streets		$35
Moonwalker	$26	$35
New Zealand Story	$26	$35
Ninja Warriors	–	$39
Omega	–	$65
Operation Hormus	$24	$29
Oriental Games	$29	$39
Out of This World	$29	$29
P47	$29	$39
Pacmania	–	$35
Paperboy	$29	$29
Phobia	–	$36
Pipe Mania	$29	$39
Pirates	–	$45
Pool of Radiance	–	$34
Powerdrift	$26	$35
Project Stealth	–	$45
Pro Tennis Tour	$39	$45
Questron II	–	$34
Red Storm Rising	$39	$45
Robo Cop	–	$33
Sim City	–	$54
Star Trek	24	$29
Stormlord	–	$29
Stunt Car Racer	$29	$39
Superstar Soccer	$29	$39
Turbo Outrun	$26	$35
T.V. Sports Footy	–	$45
Wild Streets	$29	$39
World Tour Golf	$29	$29
X-Out	$35	$39
Xybots	$29	$39

AMSTRAD

	CASS.	DISK
Altered Beast	$26	$35
Batman the Movie	$26	$39
Black Tiger	$26	$39
Bubble+	$29	$39
Cabal	$26	$39
Castle Master	$29	$39
Chase HQ	$26	$39
Dynamite Dux	$26	$39
Fighting Soccer	$26	$39
Ghouls n Ghosts	$26	$39
Gunship	$39	$45
Hard Drivin'	$29	$39
Hot Rod	–	$55
Knight Force	$29	$39
Microprose Soccer	$39	$45
Moonwalker	$26	$39
Navy Moves	$19	$29
Operation Thunderbolt	$26	$39
P47	$29	$39
Pipe Mania	$29	$39
Pop Up	$29	$39
Rainbow Island	$26	$39
Silkworm	–	$45
Super Wonder Boy	$26	$39
Turbo Outrun	$26	$39
Tusker	$26	$39
Wild Streets	$29	$29

ATARI ST

Battlehawks 1942	$55
Battleships	$29
Black Tiger	$55
Blood Money	$55
Blood Wych	$55
Castle Master	$55
Chase HQ	$45
Drakkhen	$55
Gretzky Hockey	$65
Midwinter	$65
Operation Thunderbolt	$56
Pipe Mania	$45
Space Ace	
Wild Streets	$55
Xenon II	$55

IBM

Blood Money	$55
Drakkhen Dual	$75
F15 Strike Eagle 5.25	$55
F15 Strike Eagle II	$65
F19 Stealth Fighter	$99
Full Metal Planete Dual	$55
Gunship 5.25	$55
M1 Tank Platoon	$55
Pro Tennis Tour	$45
Sword of the Samurai Dual	$85

SEGA

Action Fighter	$45
Afterburner	$75
Alex Kidd Miracle World	$45
Alex Kidd The Lost Stars	$65
Alex Kidd High Tech World	$45
Basketball Nightmare	$65
Black Belt	$45
Blade Eagle 3D	$65
Bomber Raid	$65
California Games	$65
Casino Games	$65
Cloud Master	$65
Cyborg Hunter	$65
Double Dragon	$65
Dynamite Dux	$65
Enduro Racer	$45
F16 Fighter	$45
Fantasy Zone	$45
Fantasy Zone II	$65
Fantasy Zone The Maze	$45
Galaxy Force	$75
Gangster Town	$45
Ghostbusters	$45
Ghost House	$45
Great Baseball	$45
Great Football	$45
Great Golf	$45
Kenseiden	$65
Kung Fu Kid	$45
Lord of the Sword	$65
Maze Hunter 3D	$65
Miracle Warrior	$75
Monopoly (with Battery backup)	$65
My Hero	$45
Outrun 3D	$65
Phantasy Wars 3D (has 2D mode)	$65
Power Strike	$45
Psycho Fox	$45
R-Type	$75
Rampage	$65
Rambo III	$65
Rescue Mission	$65
Scramble Spirits	$65
Secret Command	$45
Shanghai	$45
Shinobi	$65
Shooting Gallery	$45
Space Harrier	$65
Space Harrier 3D (has 2D mode)	$65
Spy vs Spy	$45
Super Tennis	$45
Tennis Ace	$65
The Ninja	$45
Thunderblade	$65
Transbot	$45
Wonderboy	$45
Wonderboy In Monsterland	$65
Wonderboy II	$65
World Grand Prix	$45
World Soccer	$35

UNBEATABLE PRICES

Freeze Machine
only $89.00

Expert Cartride V3-2
only $99.00

EPYX Fast Load Cartridge
only $47.00

TOP COMPILATION PACKS!

WINNERS $37.00
- Thunderblade
- LED Storm
- Indiana Jones
- Blasteroids
- Mission Impossible II

MEGA BLASTERS $28.00
- Double Dragon
- Robo Cop
- R-Type
- Rambo III

ARCADE CHAMPIONS $28.00
- Operation Wolf
- Dragon Ninja
- Wec Le Mans
- Afterburners

WIDE RANGE OF NINTENDO AND ATARI 2600 PRODUCTS AVAILABLE

CALL OUR OFFICE TODAY FOR A FREE PRICE LIST

JUST BECAUSE YOU DON'T SEE IT – DOESN'T MEAN WE DON'T HAVE IT!!

MAIL ORDER FORM Send To: LOGICO SHOP 3a Marrickville Shopping Centre 36 Victoria Rd. Marrickville NSW 2204

PROGRAM NAME	COMPUTER	CASSETTE/DISK	QUANTITY	PRICE

Method of payment: tick for Cheque ❑ Postal Order ❑
Tick for Bankcard ❑ Mastercard ❑ Visa ❑
Credit Card No _____
Valid from _____ Until end _____
Name as per card _____
Signature _____

Delivery to:
Name _____
Address _____
_____ P/code _____
Telephone (____) _____
Date Sent _____

TOTAL $_____
POSTAL CHARGE FREE
GRAND TOTAL $_____

Phone Orders
(02) 519 5323

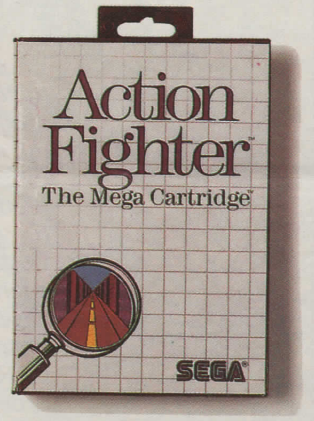
Kmart low prices on Sega. The Master Games System.

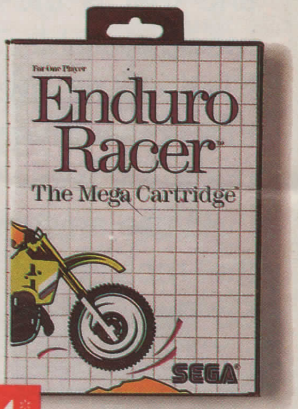
$138

Ozi soft Sega Master System video game machine. "Sega serious fun!"

29.98

Computec Quickjoy III micro switched joystick.

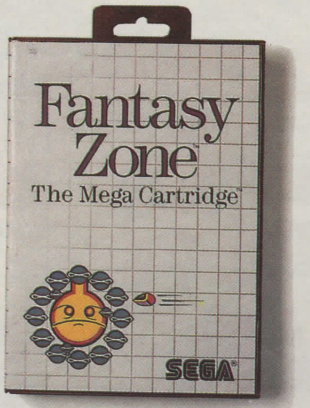




29.94* EACH

16.98

Computec Quickjoy II joystick. Better be quick at this low price!



Sega assorted software. Choose from a range of titles.

On sale now until September 1st or while stocks last

COT2350 - 25.6.90 - MC

Kmart

Always low prices...Always.

* TITLES MAY VARY FROM STORE TO STORE.

Greetings! In his munificence, The Ed. has given me a new toy to play with...YOU. Yes, that's correct, I, Chimera, have a pile of readers' correspondance awaiting my pleasure. One thing that I have noticed, and that is the huge variety of writing media available. This amuses me no end. If I should receive a submission on something other than your standard paper, my mirth will know no bounds. Be warned, I will use anything soft and senseless in the most basic of bioligical functions. So There.

And remember what Oscar Wilde said about "Brevity". All offerings may be sent to:

MAILZONE, MEGAZONE Magazine.
Postal Bag 9, Rosebery NSW 2018.

BITCH,BITCH,BITCH. . .

MegaZone, "Congrats for an excellent magazine!

The only edition I have got is No. Four. Youre (sic) magazine keeps me thoroughly occupied for hours. Anyway, the only thing that pee'd me off in your mag was in edition No. 4. It was the SEGA MASTER SYSTEM review. As I own a Sega myself, I noticed HEAPS of mistakes. Firstly, you wrote down the SEGA CARD as a MY CARD!. Then you wrote down 3D SPECTACLES instead of 3D GLASSES. Then you spelt "SHENOBI" "Senobi". Then, there is no such game as "ROCKY 4". Then . . . the r.r.p for the Sega Master System is actually $179.00 not $199.00. Then again, the worst mistake you have made in the review, you got most of the games mixed up. Hopeless Megacomp, Hopeless."

Matthew Bogunovich,
Springfield 2250.

So, Matt. What exactly ARE you trying to tell us?. You must expect the odd glitch to come through from original intent to final execution. Believe me, when the articles leave here, they are pretty much correct in content. What happens later is strictly in the Lap of the Gods, what with the typesetters and such. Oh well, that's life. Now in your case, I would like to make a few observations. SEGA make the MY CARD system. We did not state that this drove the Master System, but merely mentioned the two SEGA formats available. "Spectacles" is high-falutin' for "glasses", dweeb. You also mis-spelt "SHINOBI". Prices vary with annoying regularity, depending on how the retailer feels first thing in the morning. Oh yes, you also used the word "then" FIVE times in six lines. Sloppy craftsmanship, old chap. So there. Nyah, nyah, nyahhh!..

BLAST

ONE OFF THE PAD.

As I live in an isolated area, I would appreciate listings of user groups in South Australia. As another interest of mine is Viatel-Discovery, could I suggest items of this nature be included in your magazine?.

Wayne Fallen,
Woomera. 5720

Thanks for the suggestion Wayne. We'll see what we can do.

A TONGUE OF FLAME.

At this point, I would like to point out that it isn't easy knitting a magazine of any description. There are a hideous number of things that can go wrong, and often do. We have a commitment to our readers to provide quality product, and also to please as many of them as is possible.

This latter item is cause for concern. Whereas I would love to reply to every letter that the frightened natives scatter at the mouth of my lair, I can only take so much griping before I get a wee bit riled. I refer to the dear chaps who gleefully point out obvious errors in previous issues, and these in most cases, do not destroy the ozone layer, kill whales or make Richmond win football matches. WHAT DOES IT MATTER??? The damage is done, dear friends. I am sure that no-one would buy a magazine devoted entirely to correcting previous boo-boos. Save paper by sparing your Humble Narrator the same old tripe. If something (Heaven Forfend!) should prove to be total utter cow-patty, chances are, we already know about it and will correct the gaffe in the next ish. . . . Gizza Break, huh?.

Chimera

AN APOLOGY.

There may have been a few noses put out of joint by Chimera's last statement. He has been severely reprimanded for his unfeeling attitude to our beloved readers. At present, BIG ARNIE has him subdued. Chimera has been dipped in tempura batter, and is slowly roasting over a slow fire of Harry Seacombe CDs. We're REALLY REALLY sorry.

SYDCOM USER GROUP.

Please include the following entry in your list of user groups:

SYDCOM
Sydney Commodore Users Group meets on the second Friday of each month at 7.30 pm in the Intensive Language Centre, Cleveland Street near Central.

Contact: Ian Langton (02) 819 7189.

ROBIN GASKELL,
Publicity Officer,
SYDCOM. P.O Box 1542.
Sydney 2001.

AMSTRAD USER GROUP.

Please include the following information in your User Group section.

AMSTRAD COMPUTER CLUB Inc.
P.O BOX 210, Parkholme, S.A 5043.
Pres.: Ross Barker.
Vice Pres.: D A Simpson, Paul Beard.
Secretary: Debra Dienelt.
Phone: David Simpson (08) 373 1693.
All Amstrads and all PC compatibles catered for.
Meetings of Amstrad Computer Club Inc.: Every Tues. 6.30-9.00pm, Torrensville Primary School.

BLOW ME AWAY

Wow, what happened with the June issue? The colours were fantastic and the Elvira article was just the best!!!! How about seeing some more of her??

Can you put more news in, especially new stuff like CD's and consoles?

Brian Larkman
Parramatta

Great, your wish is our command. Take a look at the Mistress of the Dark in this issue and tell me what you think.

NASTY VIRUS

I thought I had them beat with my killer disks, but a new one came along and has wasted 5 of my Amiga games. Is there any other way of preventing these?

Alan Heeley
South Australia

I presume that you are swapping disks with other people. Some pirate copies will have a virus, or if it is a friend's copy, it pays to check it when you first use it. Watch who you are buying your games from??

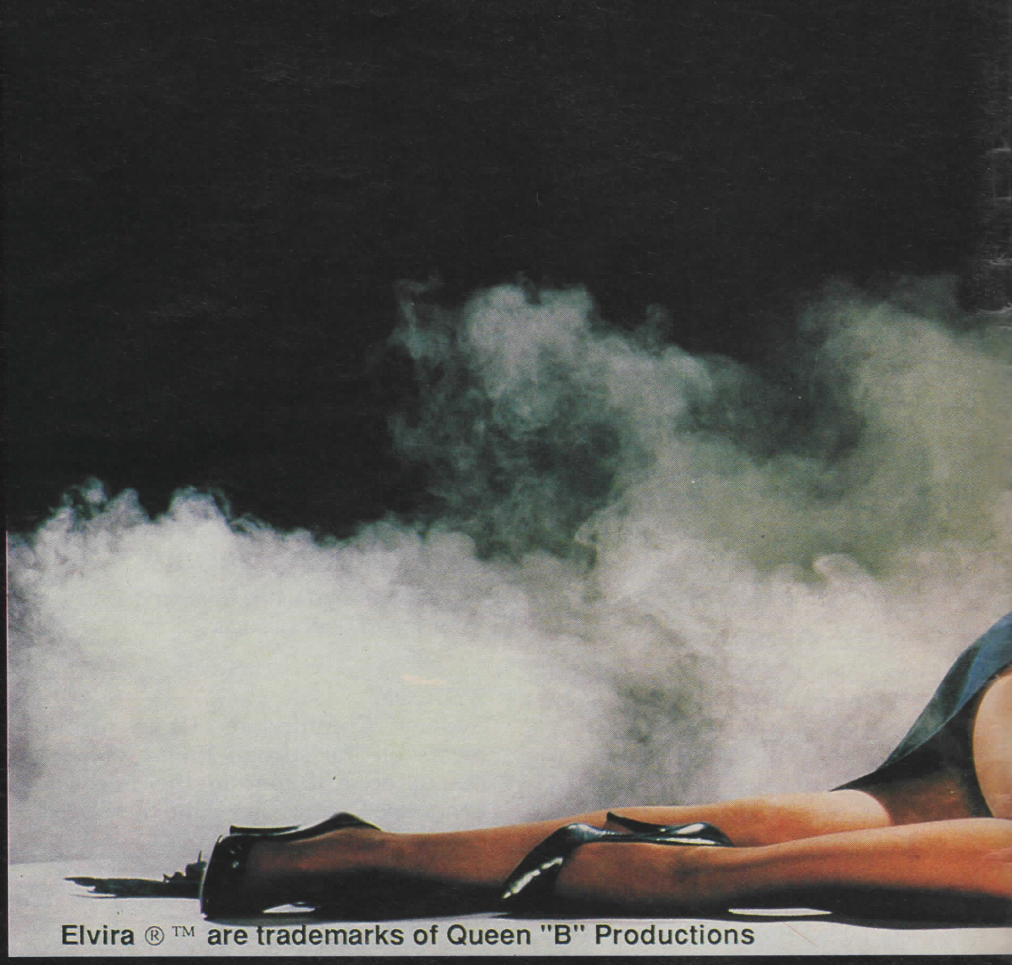
P.C./V.G.A.

My Dad just purchased a P.C. with V.G.A. graphics, it's just awesome!! Can you please, please run more P.C. reviews and recommend a couple of top V.G.A. games.

Kevin Parry
Western Australia

Kevin, we will run P.C. reviews as we receive them. Take a look at the Microprose product, it's top quality and Midwinter P.C. is also out now. When you have V.G.A. it's worth paying for the best.

ZONE



elvir

B movies, don't you just love them? I remember spending hours as a youngster watching the likes of GODZILLA VERSUS MEGALON, DRACULA MEETS JESSE JAMES and TARZAN AND THE GOLDEN CITY. Back in the days when there were only thirteen channels available to most American T.V. viewers and not sixty-two (yes, this writer has one birth defect: she was born in the U.S.A.), usually three or four of the channels showed strictly old reruns and, drum roll please, old movies.

Saturdays were great. You could watch Jungle Theatre, Sci Fi Theatre, Shirley Temple Theatre (can you believe it?) and, late Saturday evening, Theatre of Blood. My brother, sister and I got to be real connoiseurs of the sleezoid screen. We would raptly watch such film greats as I MARRIED AN ALIEN or ABBOT AND COSTELLO GO TO MARS, and discuss their relative merits. Really and truly, there is a difference between a good B movie and a bad one, honest. Their value is determined by their entertainment value: a good B film is so bad that it's funny, a bad B film is merely boring.

You can imagine how ecstatic my siblings and I were at the advent of that queen of quiver and shiver, the dame of the damned and Mistress of the Dark – Elvira and her show, MOVIE MACABRE. Oh frabjous day, calloo, callay! Happy memories of childhood come burbling to mind. Elvira rises as a figure representing all that is great about all that is bad.

The format of Movie Macabre is simple. After the title sequence the scene cuts to Elvira draped upon her couch, her bulbous breasts barely bound by her black bodice (say that one five times fast). She introduces a movie, chosen for its sterling qualities, with a monologue involving a series of harmlessly tasteless jokes, then as the movie is playing she will interrupt it at odd intervals with her own amusing commentary. She also has a cast of tacky support characters such as the Breather, who will call her up on the show now and then. Sometimes she has had such personalities as Cheech Marin, John Carradine, Moon Unit Zappa and, for the Halloween show, Vincent Price himself.

Movie Macabre is a syndicated show which means it is shown almost exclusively by the rerun channels and often very late at night. Normally these circumstances would ensure a show's descent in to obscurity. Strangely, though, in Elvira's case she began developing a loyal following. Thus, the Elvira phenomenon got its start.

If you think Elvira's bustline is burgeoning, that's nothing compared with the merchandising bonanza that sprung up around her. Records, greeting cards, posters, T-shirts, comic books, pin ball machines, models, calendars, make-up, wigs and costumes, collectible porcelain plates and steins; the list could go on. Many people who have never seen Movie Macabre have picked up these items for their own intrinsic humour. In the U.S. at least, a line of home video movies is available called THRILLER VIDEO (no relation to

a Mistress of the Dark

Michael Jackson's Thriller). These videos are based on the same format as the T.V. show.

Of more recent note are the releases of the Elvira computer game and the Elvira movie titled MISTRESS OF THE DARK on video. The movie is as B grade as those she commonly introduces and would make a perfect double feature with Weird Al's THE VIDIOT FROM UHF (how many of you missed that comedic gem? It's now available on video, too). The story involves Elvira receiving a telegram informing her that a distant aunt of hers has died and left her a legacy. In order to collect her inheritance, she must stay at a prudish little town somewhere on the east coast of the U.S. and hear the reading of the will.

It turns out that she is left her aunt's house, poodle and cookbook. Little does Elvira realize when she receives these items, their immense worth. Elvira's aunt was a powerful witch who was entrusted with the task of protecting Elvira from the dangers implicit with Elvira being the daughter of the empress witch. The house, the poodle and the cookbook, therefore, contain magical qualities that Elvira's uncle wants to wrest from her by foul means so that he might become Master of the Dark, Elvira's rightful title.

Already a tangled web is woven and I haven't even gotten to the complications yet! Elvira falls for a G-rated hunk whose jealous girl friend will do anything to humiliate Elvira. Elvira makes friends with the town's teenagers who are forced by their righteous parents never to have any fun. And the townfolk think that Elvira must be some heavy metal weirdie out to corrupt their lovely village and eventually decide to burn her at the stake for practising witchcraft.

This all sounds very teenage action adventure, but there is plenty of silliness as well. My favourite bits are when she gives the poodle a multi-colour mohawk and the attack of the nacho casserole monster.

The advice I'd give to all of you B movie fans who have not as yet had the pleasure of experiencing Elvira is RENT THE MOVIE, PLAY THE GAME, BUY THE PORCELAIN STEIN, CONVERT YOUR LIVING ROOM INTO A MOVIE MACABRE SET, AAAAIIIIIIGH! Excuse the sudden burst of enthusiasm, but it is hard not to get carried away when you are being possessed by the demon of popular culture.

Elvira has now entered the world of computer games too, with Horrorsoft's ELVIRA MISTRESS OF THE DARK. The game is a real must for action adventure fans. It's full of spectacular graphics with a few arcade action sequences thrown in for good measure. You will encounter vampires, murderers, monsters and all sorts of meanies – there's plenty of gore to keep you coming back for more. After playing the game for a while you will realise that this is truly a state-of-the-art adventure, with some very effective animation. More importantly, it's a game that's sure to win many more fans for Elvira. Long live the Mistress of the Dark!

CINEM

In January of 1986 two people, Robert and Phyllis Jacob, decided to set up a software company to produce a range of unique and innovative games. The Amiga 1000 was still Commodore's baby at the time, and the potential of the machine was only beginning to be realised. It seemed a likely target for the Jacobs' new software. Originally going by the name of Master Designer Software Inc., we know them better today as Cinemaware, the producers of that first landmark piece of entertainment: DEFENDER OF THE CROWN. Possibly the first piece of really impressive entertainment software to appear for the Amiga (and later for other popular computers), Defender of the Crown floored even the most hardened computer gamers with beautiful paintings (though admittedly they were mainly backgrounds) and generally impressive graphics throughout the game. The sound and visual effects were great and the gameplay reasonable. Yes, only reasonable. Later versions like the ST remedied this somewhat. I need not rave on about this particular game here, as I have already done so in an earlier issue of this very magazine (Megacomp #1). Suffice it to say that Cinemaware set themselves some very high standards with this particular game, standards which they have not failed to live up to.

With Defender of the Crown a new genre of computer games was created: that of the "interactive movie", to use a term which Cinemaware themselves coined to describe their own product. Strangely, Defender was actually far from being like a movie, interactive or otherwise, but subsequent releases from this company began to deserve the title. SINBAD AND THE THRONE OF THE FALCON told the story of the classic character from mythology, allowing the player to roam through strange lands and control characters at varying levels of interaction. At certain times during the game the player could help Sinbad to converse with other characters, through a choice of sentences, and often questions, which would hopefully elicit the desired information. Cinemaware continued to use this novel idea in other games.

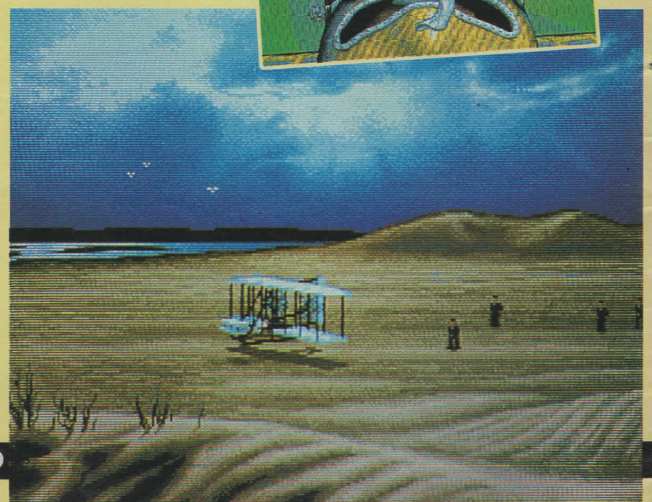
Sinbad and the Throne of the Falcon was followed by THE KING OF CHICAGO, a game set in gangsterland circa the 1920's. This game took the idea of character interaction, using the method created for Sinbad, to new heights. Though interspersed with action sequences (usually involving shooting people), The King of Chicago was mainly an exercise in manipulation and coercion. You spent much of your game playing time trying to get on the good side of everybody without stepping on too many important toes, at least until you could stab somebody in the back. Very atmospheric, this game had a lot of disk accessing, and so was most playable from a hard disk.

After such auspicious beginnings, Cinemaware have continued to bring out some of the most talked-about and

NOW S

WINGS

COMING SOON



AWARE

HOWING

best games anywhere. Titles such as S.D.I., THE THREE STOOGES, ROCKET RANGER and LORDS OF THE RISING SUN have continued their strong tradition and there are even more adventurous games in the works.

S.D.I. tells a story based on the United States' Strategic Defence Initiative, with the accent more on action. The Three Stooges, needless to say, concentrates on slapstick humour and makes good use of digitised voices from the original Three Stooges. Lords of the Rising Sun is very much a strategy game along the lines of traditional board games. They've certainly squeezed a lot of variety under the banner of the "interactive movie", and are continuing to do so with the release of a range of sports simulations beginning with TV SPORTS:FOOTBALL (not Aussie Rules but Gridiron) and TV SPORTS: BASKETBALL, which C64 owners should be able to find in shops this month. The area of flight simulators won't escape them for long either, with a World War One simulation/adventure game called WINGS due for release. Soon to follow will be a puzzle/strategy game called 3 IN 3 which may lay claim to being Cinemaware's most unique game. Don't worry, the original concept of the interactive movie hasn't been forgotten. More traditional Cinemaware games are in the pipeline.

A bit further down the track, keep your eyes open for a mystery/spy adventure game with a mini-series feel to it. Apparently it will sport the James Bond theme, with action, romance, high-tech gadgetry and evil powers determined to destroy the free world. Another one to look out for is ROLLER BABES, a tongue-in-cheek game which is a spoof on just about every known sports cliche, mixing sports like roller derby, hockey, wrestling, boxing and more. Look out for these two early next year.

Cinemaware has a core operation of 50 artists, designers, programmers and support staff. It has ties with companies such as Disney Studios and N.E.C. Electronics, and also employs outside people such as product developers, musicians and video production people. Nor are they shying away from the leading edge of technology: namely compact disk and C.D.I. media. Robert Jacob says that, "The advent of CD-ROM makes it possible to design games similar to what interactive T.V will be like in the future." Promising stuff, and Cinemaware is already on the way, with Defender of the Crown being their first CD-ROM game.

With commitment to fine entertainment software over a range of personal computers (Amiga, Atari ST, Macintosh, C64 and IBM PC are currently catered for) it's not hard to see how Cinemaware has risen to the top of its field in just a few short years. And, by looking at their past record, it's easy to see why their game releases are among the most eagerly anticipated of all the top software houses. Keep up the good work, Cinemaware.

Tino Rossi

SINBAD

AN OLDIE BUT A GOODIE

MY BRAIN HURTS

THE NEW ATARI LYNX

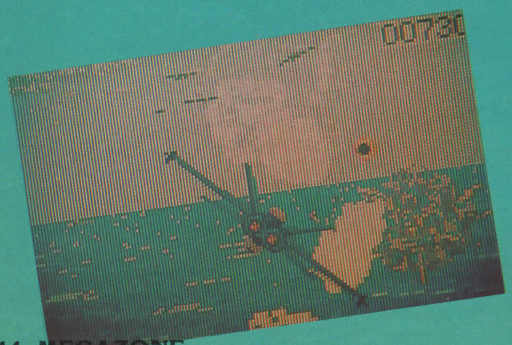
Consider the lot of the poor futurist. The pace of technological change in some areas is too mind-boggling to contemplate. In the last column, I raved about "biowares" and skipped lighttly over the implications thereof. In my "creative fervour", I forgot about the latest thing in recreational computer use...(well, er...gaming, actually). I hope to rectify this omission.

Hottest news comes from Atari and Nintendo. These guys just don't know when to stop, much to the chagrin of poor hacks like myself. My biggest worry is that the information will be obsolete by the time the mag hits the stands. Que sera, sera...

Atari and Nintendo are THE names in console gaming. Nintendo pulled something of a coup on its archrival with those pocket LCD games, but, this time, the gloves are off!

Nintendo first. Their offering is called "Game Boy". It has an 8-bit chip, with 64K of RAM. Although it has a monochrome display, it is said to be brutally sharp in its execution. Sound output can be stereo if desired. At this time, there are twelve cartridges available for it,including that snazzy bit o' soft, Tetris. All of this in a package 150x90mm...Awesome. A twist: two "Game Boys"can be linked together for a team effort.

The Atari "Lynx" is nothing to be sniffed at, either. Yet another handheld console, but possessing a 90mm COLOUR display, with a palette of 4096 colours, of which 16 will be displayed at the one time. Clock rate is 16MHz, with 64K onboard RAM and four channel sound. Here's the sweetener: it can handle 16Meg cartridges and has, of course, multi-player capability. Utterly Wicked. You'd be looking at about $120-$150 ($A) for the basic unit, which may appear in Oz about halfway through the year. I suggest that you put either one on your wish-list for Chrissy.



So much for fact. Now for a little speculative (but only just) stuff.

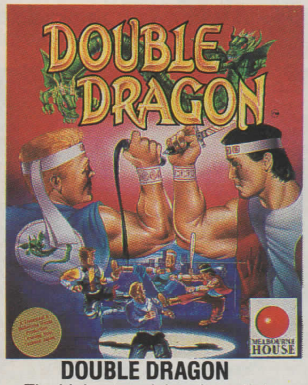
"Virtual Environment" systems were developed under the direction of NASA. Quite simply, they involve a head-mounted visual display that gets its orientation from motion sensors mounted inside it. Imagine the "Look and Fire" control system used in the movie "Blue Thunder", and then imagine that as something that actually allows you to walk around a gamescape. Nintendo have something that they call the "Power Glove", which , as its name suggests, is worn on the hand. This unit uses fibre- optics to translate hand movements into on-screen action. It has a keypad that gives directional control, and also allows the user to designate which movements generate the desired action in the game. Looks spiffy, too. (Sorry about the "glove" pun earlier, guys.)

Okay, the arcade of the future will have to be pretty damn spacious, what with all those dungeoneers and Bruce Lee types flailing around...Could pose a few social-interface type probs.

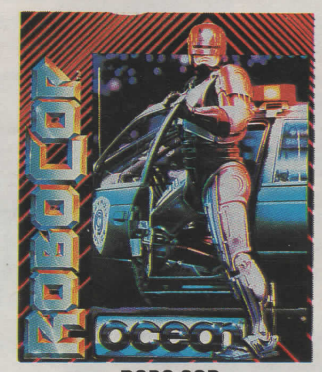
I'm still gently grinding three sets of teeth over the Battletech Simulation centres, and although I was totally unimpressed by much of the Infocom "Crescent Hawk's Inception" snorer, I would get heavily behind the idea of piloting a fifty tonne 'Mech for real (ish). Yep. It's being done in Japan and the States, and the poor Antipodes will probably get a brutally truncated version that will cost the gamers piles of folding green to play (as usual). Oh well, we live in hope.

Chimera

commodore 64
ARCADE COLLECTION PACK

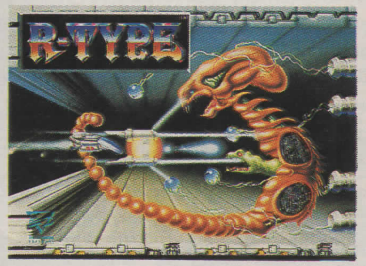


DOUBLE DRAGON
The highest acclaimed martial arts game — join the deadly combat.



ROBO COP
Take the challenge, part man, part machine, all cop.

RAMBO III
He's back and this time he's taking no prisoners.

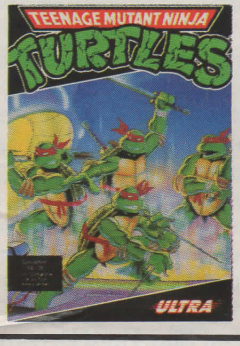


R TYPE
A battle in unknown space, the evil power is the Bydo empire, you are mankind's only defence.

4 GAMES FOR THE PRICE OF 1

~~$35~~ **$19.95**

For the pack of four latest arcade hits (cassette or disk)



TEENAGE MUTANT NINJA TURTLES

FOR AMIGA/ IBM

Battle your way through six New York territories patrolled by Ninjitsu Warriors.

$69.95

ARE YOU LEONARDO, RAPHAEL, MICHAELANGELO, DONATELLO?

FOR C64, AMIGA & IBM COMP.

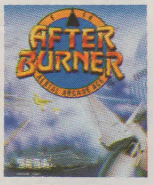
QUICK-LOAD 64
TURBOMENU CARTRIDGE

Speed your disk loading up to 5 times faster

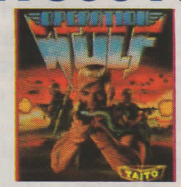
SICK OF WAITING FOR YOUR PROGRAMS TO LOAD FOR COMMODORE 64

$49.95

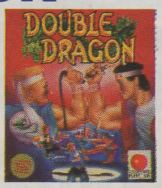
AMIGA 500 PACK



AFTER BURNER
The experience of a supersonic dogfight at home! Fire away!



OPERATION WOLF
The ultimate commando game. Take no prisoners, magazine reloads, energy bottles, rocket grenades and



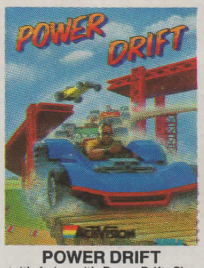
DOUBLE DRAGON
The arcade classic martial art game. Join the deadly combat with savage gangs!

3 GAMES FOR THE PRICE OF 1 $39

ARCADE GAMES OF THE YEAR...

WONDERBOY MONSTERLAND
The future of Wonderland is now in your hands! Slay fire breathing Meka Dragon, vicious vampire bats and mad Mudmen.

COMMODORE AND AMIGA
BUY WONDERBOY MONSTERLAND and for $5 EXTRA get POWER DRIFT



POWER DRIFT
It's fast, it's furious, it's Power Drift. Choose 12 wacky drivers. Rev your way through 27 stomach churning circuits.

ORDER FORM

For credit card phone orders or information ring (02) 580 9888 or (02) 580 9867

YES. Please send me the following products for Commodore 64/Amiga/IBM.

		C64C	C64D	AMIGA	IBM 5¼"
FOR COMMODORE 64					
☐ 1	PACK OF THE YEAR IV ★ DOUBLE DRAGON ★ ROBO COP ★ RAMBO III ★ R TYPE ARCADE COLLECTION TOTAL PRICE	$19.95 ☐	$19.95 ☐		
☐ 2	WONDERBOY MONSTERLAND	$29 ☐	$39 ☐	$54 ☐	
☐ 3	WONDERBOY MONSTERLAND & POWER DRIFT $5 EXTRA SPECIAL	$34 ☐	$44 ☐	$59 ☐	
☐ 4	POWER DRIFT	$29 ☐	39 ☐	54 ☐	
AMIGA 500 PACK					
☐ 5	★ AFTERBURNER ★ OPERATION WOLF ★ DOUBLE DRAGON TOTAL PRICE			$39 ☐	
☐ 6	TEENAGE MUTANT NINJA TURTLES	CALL ☐	CALL ☐	$69.95 ☐	$69.95 ☐
☐ 7	ITALY 1990 WORLD CUP SOCCER	$29 ☐	$39 ☐	$59 ☐	$69 ☐
☐ 8	TV SPORTS FOOTBALL		$49 ☐	$69 ☐	$69 ☐
☐ 9	TURBO MENU	$49.95			
☐ 10	THE EXPERT	$119.00			
☐ 11	RESET CARTRIDGE C64	$19.95			
☐ 12	FD-148 DISK DRIVE (Commodore Compatible)	$249.00			
☐ 13	FD-218 DISK DRIVE (Amiga Compatible)	$199.00			

Tick your choice ☑

NOW OPEN! NEW STORE WITH LARGER RANGE OPEN 7 DAYS

I enclose my cheque/money order for $.....

Plus postage and packaging $ .....5.00 .....

Total amount enclosed $.....

Please debit my CREDIT CARD

Please tick one box. ☐ B/Card ☐ Visa ☐ M/Card ☐ AMEX

VISACARD bankcard MasterCard AMERICAN EXPRESS

Account No.

Signature .....Expiry Date .....

Mr/Mrs/Miss/Ms .....

(Please Print)

Address .....

.....Postcode .....

Phone.....

THE GAMESMEN
Computer Games are our Game

MAIL TO: THE GAMESMEN PTY LTD 491 Forest Road, Penshurst, N.S.W. 2222. Fax (02) 580 9998. Phone (02) 580 9888.

What Makes a Great Acti

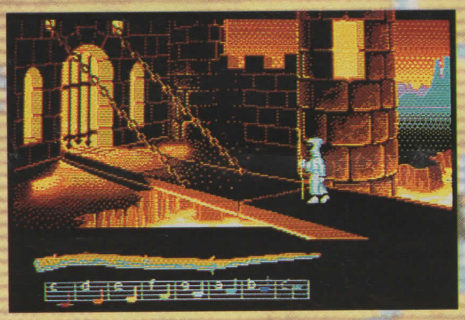
So-called "action games", nowadays usually known as arcade games, have existed since almost the dawn of the computer age. No sooner had the VDU (Visual Display Unit or, if you like, monitor) been invented than some smart- aleck electronics genius with a spare afternoon decided that his valve-burning electric brain should be capable of something more useful than calculating ICBM trajectories. With black-and-white vector graphics (which would not be surpassed by home computers for some thirty years) and no sound, the arcade game was born. I understand that such a game (involving a space ship and a black hole, or something similar) was indeed created back in those heady days, and so probably deserves to be called the ultimate ancestor of all action games. Despite these inspired beginnings, the technology was not around in those days to bring this new form of mass entertainment to the public, and a lot of water would pass under the bridge before you or I would ever see anything remotely resembling an arcade game.

Then, in the early seventies, a rather nondescript little game called PONG appeared amongst the pinball machines in the arcade parlours. For those of you who are too young to remember, Pong was a game for two players, each controlling a vertical bar or "paddle" which was moved up or down to deflect a rectangular "ball", a bit like a tennis game. Whilst being ridiculously simplistic (by today's standards) it nontheless caught on, being the only game of its type around at the time. Pong also inseperably linked the name Atari, the creator of the game, with computer and electronic gaming. Various versions and clones of this game proliferated over the years; games like BREAKOUT were basically Pong tipped sideways.

In the 1990's what we expect of an action game is a far cry from these humble beginnings. Whole categories of action/arcade games have come into being, with the first game of each category being a turning point in the development of arcade games in general. Ever since personal computers became powerful enough to run cloned versions of an original coin-operated version, virtually any game that appeared in the arcade parlours has been ruthlessly plagiarised by software houses, and only occasionally has an original idea appeared for a personal computer first. Most computer gamers

will be familiar with the different game categories, but it might be interesting to mention them and the games which are responsible for them.

SPACE INVADERS was perhaps the true parent of the modern arcade game, and the plethora of clones which followed can only be known as Space Invaders type games. Ranks or waves of aliens arranged in rows and columns relentlessly marching across the screen and eventually downwards, getting ever closer to your "ship" at the bottom of the screen: this is the hallmark of this type of game, and countless varieties have been created over the years. Only rarely now does someone have the nerve to

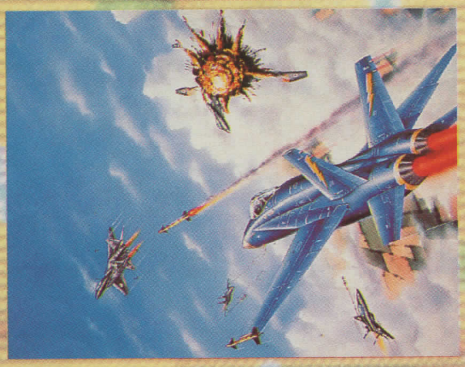


release yet another Space Invaders clone, and the success of such a game in the nineties would be doubtful. To make a good game of this type today, the aliens would practically have to jump out of the screen at you. However space shoot 'em ups are still very much in vogue, with games like Goldrunner, Xennon and many more. Most of the modern action space games are vertical or horizonial shoot 'em ups. These games, though, have come light years from their Space Invaders beginnings.

Driving games started quite a few years ago and even today are enjoying new leases of life, with hit games such as OUTRUN and its countless variations reaching a peak at the end of the eighties. In the beginning there were two basic types of car driving/racing games. There was the vertically-scrolling type where your car was the only thing on the screen which didn't move (except for left and right) and was controlled by using a "real" steering wheel, pedals and, in the really high-tech versions, a dual-speed gear lever. The second basic

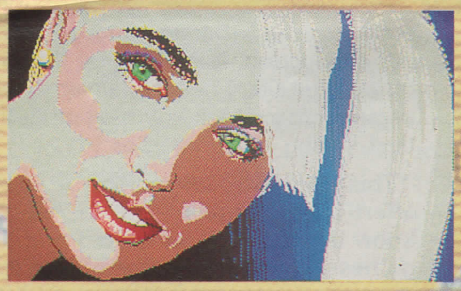
type used a "3-D" display which gave you an out-the-cockpit view of the road, other cars and the surrounding landscape. Today vastly superior versions appear in the arcades, but of course features like wrap-around screens can't yet be matched by personal computers. The most recent computer versions of this type of game seem intent on loading the car with enough firepower to make the Batmobile look like a VW. Important features of driving games (motor cycle racing games can be included here) are fast 3-D graphics which give the impression of speed (like Hard Drivin) and realistic sound, preferably digitised, which can add to a game enormously. Recently advances in solid shaded 3-D graphics techniques have added an air of realism to driving games, bringing them into the realm of simulations as opposed to games.

Fighting games began to appear in the mid-to-late eighties, and it is difficult to pin-point the very first of these to appear. These games invariably show a character at the bottom of the screen



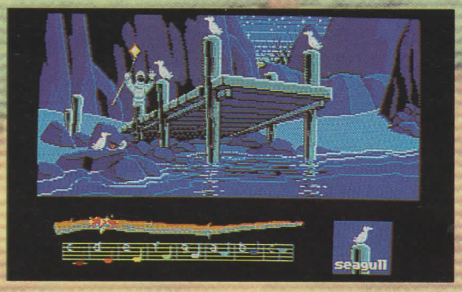
who can be manipulated with varying degrees of dexterity, and who usually walks along from left to right, fighting with anyone who gets in his (and occasionally her) way. This character can usually walk, turn, punch and kick in various directions (mostly hit and miss until you've mastered the many ways in which you need to manipulate the joystick) and is sometimes equipped with weapons ranging from baseball bats to shirrikins. Variations include street-type fighting as well as more realistic Martial Arts games. Poor versions of this type of game usually suffer from appalling animation, either deathly slow or jerky, but occasionally a game comes along which stands out from the crowd. One of the first fighting games I played was KARATEKA, while more recent versions such as DOUBLE DRAGON, NINJA SPRIT, VENDETTA, IK+ and so on have been extremely successful.

Several years ago a new category of computer/video game was introduced which can probably lay claim to the title of the category with the least number of members. DRAGON'S LAIR is the parent of the laser disc games, and for a while we saw several variations on the them which were more a novelty than anything. While they were stunning to look at they could not match computer-generated graphics for variety and



flexibility. With today's sophisticated computers even laser disc games are being converted for home computer users, though they are extremely scarce. To date only three have appeared: the original DAGON'S LAIR, its sequel ESCAPE FROM SINGE'S CASTLE and SPACE ACE. As with the originals these games are breathtaking to look at and reasonably fun to play. They suffer however from the drawbacks of their coin- operated parents, which are compounded by the usual problems associated with converting games for the personal computer. In my opinion, the only thing which could make this type of game truly playable would be to have a more controllable character and a much more variable scenario; the graphics can stay as they are!

While writing this retrospective look at arcade games and genres I surprised myself by almost forgetting perhaps the world's best known of all computer games, PAC MAN. While almost everybody knows this rotund little character there were actually very few copies (comparatively speaking) made of the game. I guess this only goes to show the limited scope of this "maze game" category. However PAC MAN started a craze in cute characters that is

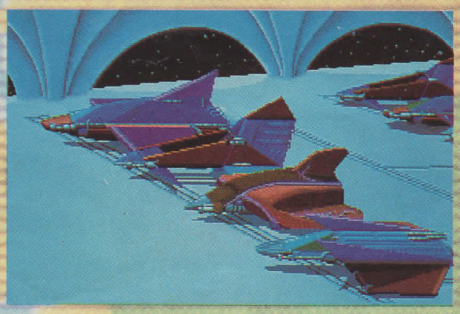


evident in games like Bubble+. Another possible category is that of the Defender type game, so called because of the original game called DEFENDER. Otherwise known as the "space ship flying low over the ground shooting everything that moves" category, it also was popular for a time but few new versions appear today. The closest game to this I have seen recently is R-Type.

Occasionally a game will appear which is unique enough to create another category of game, or even remain as the sole example of an indefinable category. Only a couple come to mind. VIRUS is a fairly recent example. SPY VS SPY is another, although it could almost be classed as a strategy game. Virus employed revolutionary 3-D graphics as well as excellent speed, sound and gameplay, and remains a classic. Spy vs Spy used a split screen technique to show both the game's characters simultaneously, and was quite unique at the time.

In the past three or four years, with the advent of the newest wave of 16- bit computers (namely the Amiga and Atari ST's), an enormous number of excellent arcade type games have appeared in a bewildering number of forms. Most of them can vaguely be pigeon-holed into one (or several) of the categories I've just been talking about. Many of them, though, refuse to be categorised, apart from the ubiquitous "arcade type" label which encompasses them all. Almost any of the games released for the new 16-bit computers in, say, the last two years would have been an eye-popper three or more years ago, and the quality of game which we expect as the "standard" is increasing at an astronomical rate.

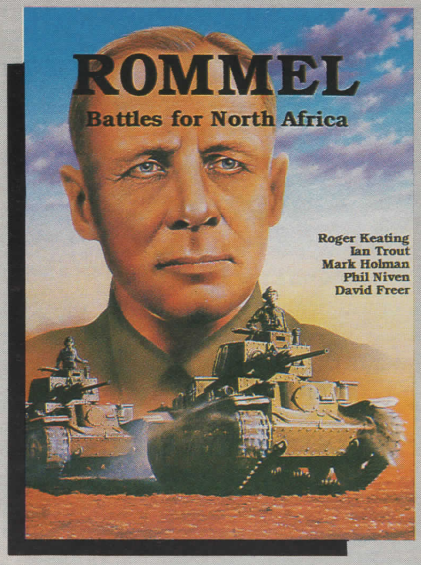
What does it take to make a good action game in 1990? Stunning graphics aren't everything, as we're still learning from those game authors who believe otherwise, although multi-coloured, artistically-drawn sprites and backgrounds are becoming standard fare. Such a game can't afford to have sluggishly- moving shapes or jerky animation; it never ceases to amaze me how an otherwise excellent game is let down by animation which would have been laughed at five years ago. Surely after the effort which is put into the top games these days a few more sprites to smooth the motion of the characters would be possible. While I'm in the mood for stating the obvious, our ideal arcade game would need to have a unique theme behind it. Even more importantly, it would have to be playable; not so complex it gets in the way of the enjoyment of the game, but not overly simplistic. And even though we made-do with beeps and buzzes for quite a few years, the importance of digitised or well-synthesised sound effects shouldn't be under-estimated.



Suggesting the ingredients for the ultimate arcade game is extremely easy and just as stupid. It's simple to say that if you have great graphics, sound and gameplay you'll end up with a great game; it's also not true. It takes someone with enough imagination to come up with a new idea, who can translate that idea into a good-looking workable program. That is not an easy task.

Tino Rossi

on Game for the AMIGA?



AUSTRALIA'S STRATEGIC STUDIES

by Adam Svenson

Quality Australian products often seem to be better appreciated overseas than they are at home, and so it doesn't come as much of a surprise to find that Strategic Studies Group seems to be well known outside this country. What's this Strategic Studies Group then? SSG is an Australian company that produces strategy games for computers. The games, currently available for IBM, Amiga, Mac, Atari ST, Apple IIGS, Commodore 64 and Apple II computers, routinely win awards from overseas games magazines, and they have built up a strong and loyal following in the United States and Europe.

SSG was founded in 1983 by Ian Trout and Roger Keating, but we talked to Gregor Whiley, the General Manager. He agrees that the company seems to have a problem with being recognised at home. He says, "It's true that in the past SSG has concentrated on overseas markets, and we do export over 90% of our production. It is also true that a lot of local retailers need a fair amount of persuasion to stock anything other than best-selling arcade games."

This year SSG is making a special effort to let more people in Australia know about both themselves and their games. They are also expending a lot of energy on expanding both their list of titles and the range of computers the games are available for. The number of their IBM offerings grows monthly. They have two programmers currently working on Amiga games, have just published their first game *(GOLD OF THE AMERICAS)* for the Atari ST and are working on projects for the Apple machines as well.

"What we need now is adequate distribution" says Gregor Whiley. "If you want great strategy games, hassle your dealer. If he won't be moved, give us a call, and we'll be happy to sell direct". All of the games we've summarised here are currently available, and the recommended retail price for most of them is around $50.00. More detailed reviews will appear in these pages over the next few issues, but if you want to try them for yourself in the meantime, you can reach SSG at:

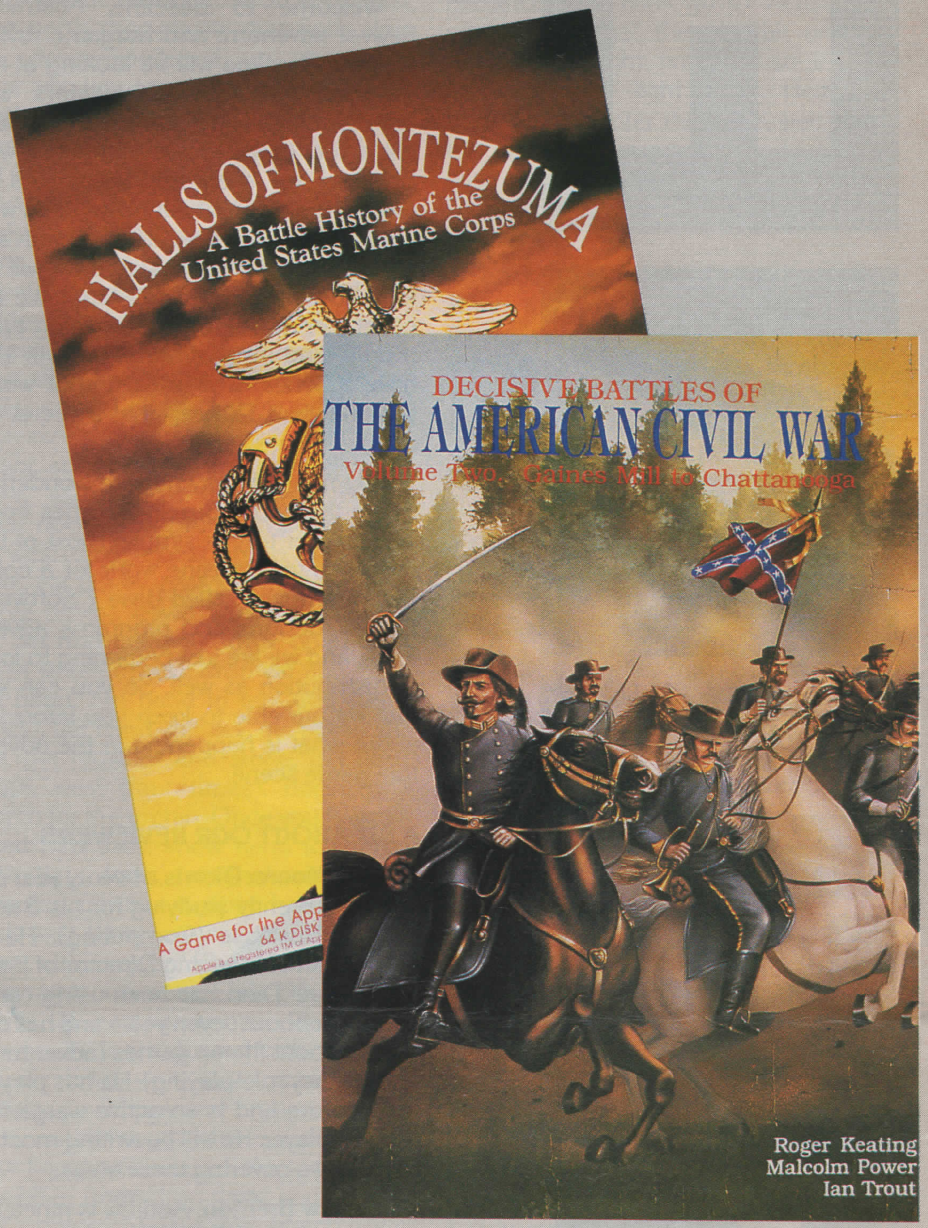
Strategic Studies Group
P.O. Box 261 Drummoyne 2047
Phone 819-7199 Fax 819-7737

REACH FOR THE STARS (IBM, Amiga, IIGS, Mac, C-64, Apple II). A classic game of galactic exploration and conquest, now in its third edition and better than ever. You start as a small time space tyrant on a single planet and must try to expand your fledgling empire. There are always four players in the game (any or all of which can be played either by humans or computer), so conflict over galactic real estate is assured, and you get to use the fleets of your space navy rather a lot. Reach For The Stars is an old favourite with many gamers.

FIRE KING (IBM, C-64). Fire King is an innovative hybrid of action and adventure games. The on screen action is reminiscent of games like Gauntlet (although the two player option is a major improvement). You despatch your enemies with a swift push of the joystick button – but be warned, not everything on screen is your enemy! And you have to interrogate and investigate, as well as just blast your way through the countryside. This one is an ideal game for action game fans who want to put some thought into their play, or for adventure gamers who want to cut loose.

GOLD OF THE AMERICAS (IBM, Amiga, Atari ST, Mac). In Gold of the Americas, you play one of the four great powers, England, France, Spain or Portugal as they squabble over the riches of the New World. Starting from scratch, you must carve out your own empire. You have a lot to do, including exploring new territories, starting colonies, suppressing the natives and, of course, defending your empire against the other players. One of your hardest jobs is protecting your hard won gold from the rapacious taxation imposed by the King – your secret slush fund comes in quite handy here! There are plenty of options and strategies to keep you busy, and if you're running short of money just remember you can always exploit those luckless colonists for another turn.

PANZER BATTLES (IBM, C-64, Apple II, Mac). Panzer Battles comprises six tank battles from World War II Russia. The graphics on both IBM and Mac are great and really make the game easier to play. Panzer Battles also includes the WarPlan and WarPaint utilities, a feature of SSG's historical wargames. WarPlan lets you change any of the battles included with the game or create your own battles from scratch. WarPaint gives you complete control of the appearance and colors of the game icons. Thus you can customise all aspects of the game. The battles themselves feature the fast and furious clashes of armoured formations that characterised warfare on the Russian Front.



ROMMEL (IBM, C-64, Apple II). Rommel is your chance to match wits with the expert of desert warfare. This game uses the same basic system as Panzer Battles, but you get eight scenarios rather than six.In real life desert warfare featured free-flowing, fluid battles where meeting and destroying the enemy was usually much more important than the piece of ground over which the battle happened to be fought, and the game recreates this feeling nicely. It also includes an interesting scenario for an invasion of Malta – only hypothetical, since it was the failure to destroy this island fortress that proved a fatal stumbling block for Rommel's North African campaign.

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR, Volumes One to Three (IBM, C-64, Apple II). Published over three volumes are eighteen separate battles from the American Civil War. The games include classic conflicts like Gettysburg and Antietam, and all come with the WarPlan and WarPaint utilities. The Civil War is often called the first "modern" war, as the increasing firepower of the individual rifle-equipped soldier saw the abandonment of Napoleonic formations, the proliferation of entrenchments on the battlefield and the demise of cavalry as a shock force. These features are all recreated in this series, and you will face the same problems of command and control as did famous generals such as Robert E Lee or Ulysses S Grant.

SSG games are all well worth checking out. If you're particularly into war games then SSG really are the people for you. War games are their speciality and they even have a Magazine called Run 5 for their users, which is an invaluable source of gaming material. Games like Fire King and Gold of the Americas show, however, that SSG can excell in other genres too. But the best thing about SSG is that they are writing world class software – and they're writing it in Australia. . . Good one.

BASELINE

with Mario Moeller

Welcome to Baseline, Australia's newest adventure and wargame review section. Baseline will be looking at adventures, wargames, simulators and fantasy role-playing games, and probably a few other things along the way. However we shall not be limited to games reviews. You can write to us with your problems (if they are to do with any of the above categories) and we will try to solve them or give you hints. We will usually print a complete solution each month, and in later issues we will also have a series of articles (about what? you may ask. I'll keep that a secret for now).

You may (or may not) be wondering where the name Baseline comes from. The answer to this simple: most of the reviewers for Baseline work for a computer company called Base 7 Software. Base 7 designs and programs adventures, and we are just beginning to look at distribution as well. So you can see that we are able to keep you informed about what is happening in the adventure game scene.

A BIT ABOUT OUR REVIEWERS:

Dion Moore: Dion is a twenty year old who is currently studying for his Bachelor of Business (Computing). He is founder and Managing Director of Base 7 Software. Dion has been using computers for about seven years and has designed about fifteen games (adventures and fantasy role-playing). He has played many more and is an active wargamer and roleplayer. He will be writing most of the reviews covering these areas.

Andrew Brenton: Andrew is nineteen and studying Science/Engineering at Melbourne University. He is primarily a writer, having written a novel, six short stories and assorted works for Base 7. He will be using that skill in writing in this section, rather than his programming skills, working in conjunction with either Mario or Dion to write up articles in any section.

Mario Moeller: Mario is seventeen and currently completing VCE (HSC or year 12). He is the main programmer for Base 7 and is responsible for most of the programs (the coding, anyway) that Base 7 has out. He has solved many, many adventures (300 plus, by fair or foul means), and so is quite qualified to handle the adventure section.

Welcome adventurers to the start of a brand new column in Megazone – a column covering everything about adventures: lots of reviews, hints, tips, complete solutions, news, and of course, readers' letters.

I have solved over 300 adventures ranging from public domain games to the latest 1990 releases. My aim is to help you in any way possible. I will attempt to answer as many letters sent to me as I can (providing an SSAE is enclosed) and will publish queries and tips sent in. Please note that I cannot guarantee a reply.

The address to write to is:
Baseline
39 License Road
Digger's Rest
Vic. 3427

Remember, if you would like a written reply, you MUST include a stamped self-addressed envelope.

NEWS

INDY: THE GRAPHIC ADVENTURE has finally made it to Australia! Fans of Manic Mansion and Zac McKracken should not miss this at any cost! So far only the Amiga and IBM versions are available.

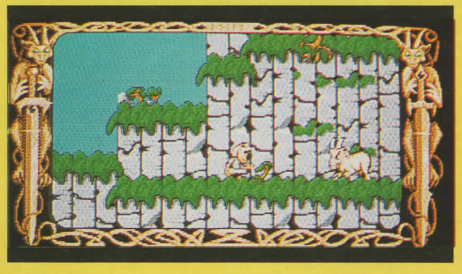
Fans of the Bard's Tale series should not be disappointed with Interplay's latest offering: *DRAGON WARS*. Characters from the Bard's Tale will be able to be loaded in, so veteran role-playing gamers will be able to get a head start. Available for the C64 (disk only), Amiga version following soon.

SCAPEGHOST, Level 9's last true text adventure should be out by the time you read this. Featuring graphics on the disk versions, it's available for most computers. The game will consist of three parts, which should keep even the most skilful adventurers busy.

ULTIMA VI has finally made it to the PC screens! Full details of this will come as soon as possible. I have heard that there are test versions of *ULTIMA V* out for the Amiga, so hopefully the complete game will be released soon.

And, last but not least, *ESCAPE TO FREEDOM* and *THE DARE* have been released throughout Australia and New Zealand by E.C.P.

Both are for the Commodore 64 and are full-text adventures.



HINTS AND TIPS

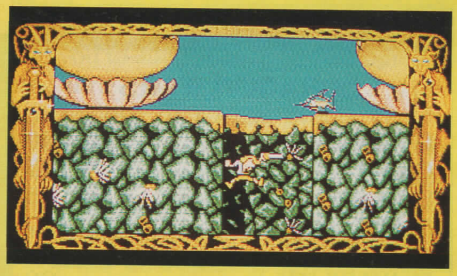
FISH: To get the focus wheel, go to the library and open the book. Tear out page 321 (picture of a glass box). Go to the store room, turn on the photocopier and insert the page. A glass box will then appear. Break this to get the focus

wheel. Use the screwdriver to break the box, but only AFTER you've got the filter.

DREAM ZONE: Tell the crowd that drinks are on the house.

MANHUNTER NEW YORK: To finish the game you need to bomb the Statue of Liberty, Bellevue Hospital, Grand Central Terminal and the Empire State Building.

ZAC McKRACKEN: Try putting Sushi into the lamp and turning it on.



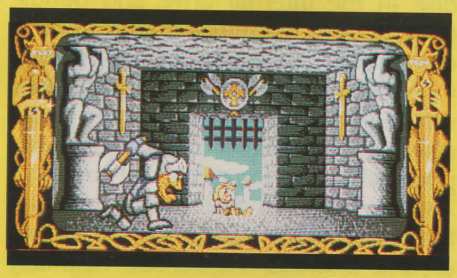
LURKING HORROR: THE SOLUTION.

Every issue of this magazine we will feature a complete solution to an adventure. If there is a particular adventure that you would like a solution for please do not hesitate to ask. If I receive enough requests for a particular game I will publish a solution for it. Also some solutions sent in will be published.

Turn the computer on. Login (number found in documentation), password (found in documentation), click menu, click editor, read text, click more (four times), down, wait, get stone, wait, wait, examine hacker, examine keys, wait, ask hacker about keys, south, west, open refrigerator, get carton, open microwave, put carton in microwave, close microwave, set timer to 5:00, push start, wait (four times), open microwave, get carton, east, north, give food to hacker, ask hacker for master key, drop assignment, south, down, push down button, S, open panel, get flashlight, push open, north, down, east, get gloves, get crowbar, up, turn light on, get flask, down, west, west, get on forklift, turn on forklift, east (three times), move junk (four times), turn off forklift, down, east, open manhole with crowbar, down, north, down, get knife, up, south, up, west (three times), open doors, south, get chain, remove brick with crowbar, remove broken brick with crowbar, open doors, put crowbar in doors, up, hang chain on hook, west, west, drop flask, down, northwest, unlock padlock with key, get padlock, southeast, up, get flask, east, east, hold chain, down , wrap chain around rod, put padlock on chain, up, up, up, push up button, down, down, get crowbar, wait, west, west, up, south get plastic, east (three times), wait (until waxer moves off), wear gloves, break glass, get axe, west, cut cord with axe, open plastic, pour liquid on floor, east, east, north, drop plastic, drop knife, drop axe, down, southeast, up, up, unlock door with key, open door, out, up, dig in earth, get hand, down, kill creature with stone, in, down, out, get stone, in, down, get boots, northwest, up, turn light off, drop boots, drop stone, drop hand, drop flask, south, west, west, up, climb rope, open door, out, up, remove plug, get paper, read paper, down, in, drop all, get ladder, hang ladder on catwalk, get all except ladder, down, down, east, north, drop all except paper and flashlight, get knife, south, south, knock, wait (until professor shows up), show paper to professor, south, wait, wait, cut chalk with-knife, exit pentagram, move bench, open door, down, turn on light, north, up, west (three times), up, up, west, drink coke, eat bones, east, down, down, east (three times), down, south, open door, up, get ring and vat, north, open door, north (three times), drop vat and knife, get hand, put hand in tub, wait (three times), get hand, get key, get boots and axe, get crowbar and stone, get flask, south, west (four times), north, now search for the urchin. Once you have located him then: show hand to urchin, get cutters, down, drop flask and cutters, drop axe, northwest, open hatch, down, east, wait (until you see the rats), turn valve with crowbar (two times), close valve, west, up, southeast, get all, wear boots, up, east, east, open doors, put crowbar in doors, down, north, west (six times), down, wait, wait, cut vine with cutters, down, put ring on hand, south, west, south, south, down, open flask, pour liquid on curtain, unlock door with key, open door, drop flask, south, open box, unplug coaxial cable, search water, get line, cut line with axe (three times), get line, plug line in socket, wait, throw stone at creature, get stone.

PRIZES

Every issue I will be giving away a free Base 7 Software adventure for the Commodore 64 for the best submission. You can send in hints, tips, solutions, views, and of course problems. So get writing!



LETTERS AND PROBLEMS

John Porra from Sale, Vic, would like to know how to get the bills from the bank vault in Zork II. Well, John, from the entrance of the bank, go northeast, east, south. Here, get the portrait and go north. Enter light, enter the south wall, and enter the light again. Here, get the bills and enter the north wall. Drop the bills and the portrait and go east, east. Get everything and enter the light. Going south takes you successfully out of the bank.

Elissa Campbell from Wantinna, Vic, wants to know how to get through the wheatfield in The Dallas Quest. The way through is printed on the tombstone, which you find when you dig after blowing the horn to calm the stampeding cattle. Elissa is also having problems in Raka Tua Adventure. She desperately wants to know what to do in the jail. Well, slide the jail door's bolt using the magnet. Once inside the cell you have found the correct location to drop the treasures.

Andrew Bradley from Sunshine, Vic, is having heaps of problems playing Hitchhiker's Guide to the Galaxy on his Amstrad CPC computer. To open the screening door, you'll have to confuse it! Try "show door tea and no tea". It's nice to know that there are still dedicated Amstrad CPC users out there.

REVIEW TIME

Baseline Scorecard

MEGA ADVENTURE

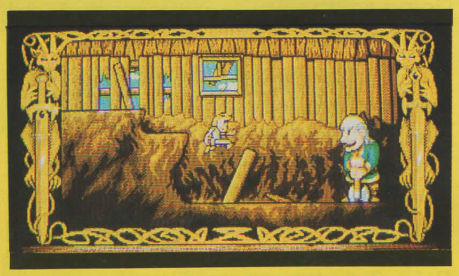
ATMOSPHERE:	6
PUZZLES:	5
LASTABILITY:	6.5
GRAPHICS:	N/A
DOCUMENTATION:	5
VALUE FOR MONEY:	8.5
OVERALL, OUT OF 100:	62

Reviewed on:	C64 (disk)
Software by:	David M Williams
Distributor:	Nova Productions P.O. Box 120 Singleton NSW 2330
R.R.P.:	**$25.00** **(disk or tape)**

Mega Adventure from Nova Productions

MEGA ADVENTURE (nice title!) deals with an aspiring young hacker's attempt to break into a bank's computer and "swindle a few figures", making himself a lot of moolah in the process. But (as the cliche goes) things are not as easy as they seem... The adventure begins in your bedroom, with the computer ready for your first modem call, using the latest state-of-the-art whizz-bang technology, the Amiga 9000. You

must discover the access codes to connect to the various bulletin boards available before you can make any major withdrawals. Hurdles abound, including avoiding your crazed granny who gets her kicks by being chased by Porsches at high speeds – in her wheelchair!



The location descriptions are excellent, as are the responses. The vocabulary, however, is not as good as it could be, with many important commands left out: score, help, etc. A free hint sheet is available, but I still would like to see some sort of response when "help" is entered.

Mega Adventure is quilled and thus is a single load machine code adventure. The instructions enclosed are adequate, and further information is given as the game progresses.

What makes Mega Adventure quite good value is that you get a free basic adventure on the disk as well as three interesting demos. However I don't know if the free programs are available on the tape version, as only the disk version was submitted to us.

Overall, quite a nice home-grown adventure.

Mario Moeller

Baseline Scorecard

ZOMBI

ATMOSPHERE:	8
PUZZLES:	5.5
LASTABILITY:	7.5
GRAPHICS:	7.5
DOCUMENTATION:	2
VALUE FOR MONEY:	8
OVERALL, OUT OF 100:	64

Reviewed on:	Amiga
Software:	UBI Soft
Distributor:	Questor
R.R.P.:	**$49.95**

Zombi from Ubi Soft

ZOMBI arrived in a nice big box with the loading screen as the front cover. Tearing open the box, I expected to be overwhelmed by huge manuals requiring hours to read. This was not so. Instead I was greeted by a twenty-four page manual with twenty pages taken up by a rather macabre comic of zombies getting their head split open by angry wrench-wielding humans. Fine, I thought. I like horror movies, so this should appeal to me. Following were some pathetic instructions (a whole two pages long) for the Atari ST ... when I had the Amiga version. Not to worry, they ended up working quite nicely.

So what is Zombi all about? The instructions tell you that the aim of the game is simply to "find some petrol". You are a group of four people, the last survivors in a zombi-ridden city. Unfortunatley the place is absolutely crawling with zombies, leaving you no choice but to escape. The city's hospital has a helicopter which you used, until it ran out of fuel. An emergency landing was made on the supermarket roof, where the game begins. So off you have to go, searching for petrol.

As there were no loading instructions whatsoever I inserted the disk into the

Amiga from the Workbench prompt. Not a good idea; the game did not load. So off I went to the disk box and pulled out the old Workbench disk and booted from it. I put the Zombi disk in the external drive and clicked the icon. A title screen soon appeared – and then the game abruptly crashed. After a bit of fiddling around, I have come to the conclusion that the way to load the game is to boot from Workbench, put the Zombi disk in the internal drive and double click on the icon. The game itself is quite good. Excellent, in fact. The loading screen and graphics are overall of a very high standard, and some of the digitised sound effects are very atmospheric. Entering locations that contain a Zombi, it is animated, walking across the screen. After a few seconds it turns around and fills the screen, definitely giving me a fright (it's a bit like the ant's head covering the whole screen in It Came From the Desert). The mouse button is used to attack, taking about four presses to kill the Zombi. Objects can be picked up and used in fights. A gun, for example, will kill a zombi instantly.

Zombi is a great game and it will definitely keep you going for a few sleepless nights trying to solve it. This is definitely not a game for children, as the nature of it is quite disturbing. The game is great; the instructions are a complete no-no.

Mario Moeller

Baseline Scorecard

DRAGON WARS

LOADER:	50
GRAPHICS:	95
SOUND:	75
MUSIC:	20
ATMOSPHERE:	90
PLAYABILITY:	90
LASTABILITY:	80

Dragon Wars

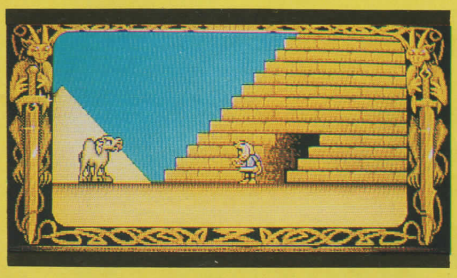
Aside from brilliant graphics, sound, and map size, one thing that really makes or breaks a fantasy adventure game is atmosphere. If you can feel, almost even believe in, the world that has been crafted for you, then the game takes on a special significance. DRAGON WARS is one such game, a game whose storyline and background lore are at once both captivating and believable.

Set on Oceania, a watery world beneath the anvil of a swollen, blazing sun, a place where the laws of sword and sorcery rule supreme, the only constant is turmoil as the ravages of humans and of nature seemingly never relent in their oppression. It is here that you find yourself, a world where the treacherous rule and you have to rely on all your wits and guile to survive. You begin as pilgrims, pilgrims seeking the legendary, peaceful islands of Dilmum, about the only part of your world untouched by the scourge of war – or at least that's what all the brochures would have you believe. When your boat is captured, a tenth of the crew is sacrificed and the rest of you are thrown naked and penniless, into the streets of the slum city Pergatory, you begin to get the idea that something is amiss.

Thus your quest begins. "No one escapes Pergatory alive, and few know the luxury to die in bed within her walls". Getting out is your first problem, but once outside there is the entire archipelago of Dilmun to explore. With at least nine other cities, numerous dungeons and a fair hunk of wilderness you are bound to be kept busy for a long time.

Let nothing pass unnoticed, for the plot is so convoluted that some things have more significance and meaning than may first meet the eye. As your adventures carry you across the once-great lands of Dilmum, let yourself be captivated as the mysteries of this rich world unfold. All the while the atmosphere is maintained with a combination of startlingly good graphics, sound effects, and a plot whose twists and turns will keep you guessing to the very end. Most of the detailed description is stored in the instruction manual, the program referring you to each section at the appropriate time during the game. Thus descriptions of special events can be given without fear of memory restrictions. The programmers have capitalised on this, creating imagery that transcends even the already more-than-adequate on-screen graphics. Scenes are viewed from the party's perspective while you move around in a standard maze-type format. However instead of being flat and uninteresting the attention given to detail in the walls makes you feel as though this is really the window to another world. Even the steadily crumbling columns that surround the window are drawn with such attention that the entire scene never ceases to amaze. And if navigation becomes too difficult, then there is always the optional auto map function. This gives you a bird's eye view of the proceedings whenever you desire.

The combat and spell system incorporates several interesting and new ideas. Firstly there is the concept of "stun" points as well as the conventional health ones. Your stun is a function of your health (ie the more you have of one the more you'll have of the other), but they are kept track of separately. Stun is like temporary health: if you get down to zero then you become unconscious, but you may not have actually taken much real damage. Thus, something like a fist

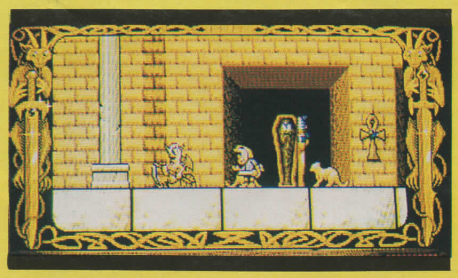


might do a lot of stun, making fist fights a danger, whereas a sword might do a lot of real damage as well. Stun is regeneated completely after every combat.

Another feature that is handled well is the concept of skills. When generating a character you buy attributes, such as strength and intelligence, as well as skills from the same fixed total. Skills, like attributes, are needed to solve problems you encounter in your adventures, but they are not necessarily used automatically. Some examples are Bureaucracy, needed to sway bored officials, Swim, and Climb. Some may seem a touch obscure, such as Arcane Law, and it is often up to the player to find the right application for each learned art, thus giving the game all the benefits of a true adventure.

Magic is divided into four classes with a player having to learn Low Magic before being able to gain access to the specialities of High Magic, Sun Magic, and Druid Magic. Casting spells is no problem: each has a specified amount of power; but finding them is another matter. Remember, you start with nothing, so who will teach you? Knowing you have the ability to cast spells is no good unless you actually have some spells to cast.

All in all the game is definitely worth the effort. It has a plot on a par with the Ultimas and graphics superior to any I've seen for this type of game. Each creature you encounter is not only drawn in intricate detail, but is realistically animated as well. The only real failing is the music. The piece that accompanies the loader is so bad as to be painful to the ears. During the game, though, there is no music, but none is required as good sound effects – par-



ticularly during combat – description and graphics build all the atmosphere that is required.

The game is mainly menu driven and in a format that is easy to learn. There is no need, say, to "refer to volume 24 of the instructions" for much of what happens is self explanatory. You are also provided with a reference card that briefly summarises most of the commands available.

Playing Dragon Wars is as much like reading a brilliant fantasy novel as playing a computer game. If you are a fantasy lover it is an absolute must and if you're not this is the game that will convert you. A hallmark in fantasy game design, Dragon Wars can hold its head high amongst the true classics of fantasy gaming. But then again, if it's designed by the same people who wrote NEUROMANCER and BATTLECHESS could we have expected anything else?

Andrew Benton

Arnie's Tips

Space Ace Hints

Wow! It doesn't take some people long to work out all the wrinkles on a new game. Reader Leigh Voges sent us a swag of hints for Space Ace, and just to get you going, here are the first 10 of them. If you're really stuck and want ALL Leigh's hints, send us a stamped self-addressed envelope and we'll mail you a copy, OK?

Scene 1: Borf's anti-gravity platform: Borf flies out of his little ship and fires a ray at you. Dodge it by pressing right, followed by a left, and then down.

Scene 2: Floating Robot: As you first appear on the screen, press right. Then when the pulverising arm goes up, press left. Now wait here until a crack appears beneath you in the rock and press left again. Finally, press left again when the arm goes up.

Scene 3: Floating Robots: When the space ships first enter the screen, press down. Then when they come at you again, press up.

Scene 4: Ace's Spaceship: When Ace's spaceship begins to descend, press up to stop it from crash landing.

Scene 5: Muck Monster: Simply press the fire button when the Muck Monster appears on screen.

Scene 6: Broken Bridge: When you are on the bridge, press right to jump. Then press up to g et up and off the bridge.

Scene 7: Moving Platform: Wait for the platform to rise and on the second time, press right. Then hit right again.

Scene 8: Purple Monster: As the Monster opens its jaws, press down and then immediately after press right.

Scene 9: Another Purple Monster: Similar to the last scene. When you are running, press down an then press left.

Scene 10: Another Purple Monster: When the tentacle grabs hold of you, press the button to shoot it.

How's you people. I'm back! And I've been playing some real beast games. THEre's been FRED with lots of hackin' and slashin'. Stupid son of a bitch got himself strunk real bad though. Wouldn't find me lettin' that happen to me but. THEn there's dat realy cool game RAILROAD TYCOON. Had a quick look at dis game. Three weeks later I still can't get me grubby paws of o' it. Just the think if ya want ta play with choo choos whens ya grows up and goes inta politics.

WElls, I better git ya some hints. FIrstly fer one o' me all time faves; da THUNDERBIRDS! Yay DUnderbirds are goes! AN dat lady Penny's a real spunk a firstly has ta git down de mines and pumps out de water, yep, git da spanner ta turns off da pump. DEn use de hammer ta fix the lift real good. Use de oils can ta smooths da wheels on de trolly. Da fuse and dynamite is used ta move de rock fall. Boom! Bang! D-Estruction!! Yay! me kinda fun!!! WOw! Lotsa adrenal thingy! CALm down bub.

In dat game OVERLANDER whens ya start on the first mission gets da turbo conversion and a few rans with the money ya haves left. In da second mission buy da super brakes.

WHo's at de front door? Go away, I is busy here! Oh it's you Hon'. Make ya self comfy somewhere and i get back ta ya in a mini'.

Most o' yo doods out der have askin' ol' Arnie for de solution o' SPACE ACE. What ya guys should be doin' is goin' through and sussin' it out fer ya selfs. Baby bubs easy man! Buts seein' dat I'm in a good mood; first ya gotta avoid dat ugly Borf. Reminds me of dat editor fella (Does not! – ED) Any hows, move right before BOrf blatts fer the third time den to da left ta avoid shot number two. Den nick off straight down. a crushger den goes fer ya. Nasty dat one. As soon as Ace appears skit right then anodder crusher appears. Wait till it rises den skit left. Den anodder one comes; move left. nodder then left agin. phew! Enough o' Ace.

Okey, how's about KINGS QUEST FOUR. It's sorta getting like dat Friday thirteenth business... Any how yas might find ya self stuck inside a whale. Hey Editor... (Don't you dare -ED) Wasn't gonna say nothin'. What ya gotta do is ta climb on the whale's tongue. From bottom right ya goes up across to da top centre den tickle dat funny hangy thing o' da whale so's it'll sneeze and yas out!

Dat'll be enogh fer nows. I'm off ta play some games...

Microprose have at last given us a sneak preview of F-19 on Atari ST (with Amiga soon to follow) and wow!, what a preview.

We have seen a few other top quality simulators in recent months, but this one has some top extras, but that's what you should expect from the Stealth.

This strange shaped ship is not designed for radical dog-fights, just sneaking deep into enemy territory and creating havoc. The game lets you select from Libya, Persian Gulf, North Cape and Central Europe then the difficulty level. That part was simple. It is only when you take off, that the true impact of how vast and involved this game really is, hits you.

The perspective can vary for the type of action you are experiencing. You can follow a dog fight from behind or lock your trackcam onto targets, identify them, select your weapons and let loose. The bombing missions become a skillful combination of tactics and survival. The playing area is full of highly detailed combat zones riddled with SAM sites, enemy tanks and aircraft. Even though the Stealth Fighter is particularly good at avoiding radar, once you start bombing, all hell can break loose and it takes more than luck to make it back safely.

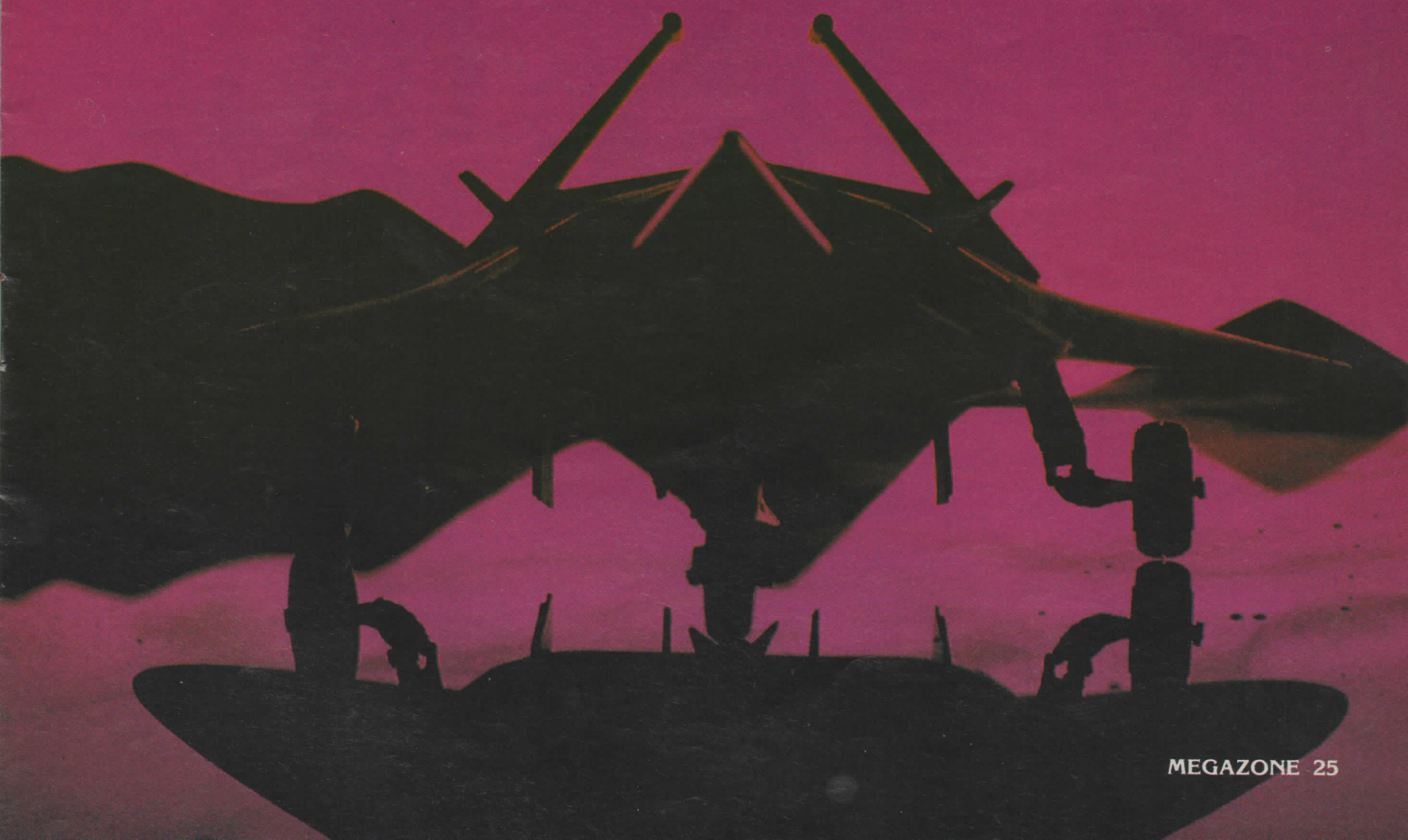
The graphics are good quality and the animation is smooth and fast. It is the most comprehensive flight simulator I have had the pleasure of reviewing. The packaging is complete with a huge manual and information on everything you will ever need to know (if you're a real combat pilot).

If you want a game which will last, challenge and excite, then F-19 is for you. I hope that Microprose can speed up the conversion of F-15 Strike Eagle and M1 Tank Platoon.

Look out Libya, here I come!!!

F-19

STEALTH FIGHTER



TRADE WARS

Craig Nicholls checks out the game that's dragging 'em in on Bulletin Boards all over Oz. It's a dog-eat-dog galaxy out there.

Here's some good news for all you potential megalomaniacs out there. With a few basic implements: a PC, a modem, a small addition to your phone bill and a gluttonous hunger for universal supremacy, you can fight your way to the top of a hostile and treacherous galaxy spanning 1,000 individual locations! The game I'm referring to is called TRADE WARS and with access to a Public Bulletin Board System running Trade Wars, you can join in the bloodletting just about anytime you like.

A number of BBS's across Australia are running various versions of this game, but all versions follow a similar theme. The main premise of Trade Wars is simple – get rich and then stay that way! There are many other on-line games in existance which are similiar in appearance and/or gameplay: GALACTIC WARZONE, UNIVERSAL MAYHEM and BATTLE TRUCK to name just a few, but to deal with these we would have to take over the whole magazine.

VECTOR THAT SECTOR

Mmm. Where was I? Ar. . .um. . .ah yes, Trade Wars. Amongst Trade Wars' versions is (don't quote me on this) Trade Wars II which was limited to 500 sectors. Sectors are the individual locations I mentioned earlier which make up the universe. These sectors are numbered from one to the maximum number of sectors and arranged in the form of a maze. Subsequent versions were increased to 1 000 sectors, reflecting the popularity of the game. The latest version I've seen is numbered 9.04, so you can see there have been a few updates. You can find this version on the NON-STOP BBS on (03) 589 8778.

Some of these sectors contain ports which buy or sell cargo based on the class of the port. There are three different types of cargo used in the game and one strain of currency. These are ore, organics, equipment and credits, respectively. A class one port sells equipment and buys ore and organics. A class two port sells organics and buys ore and equipment. A class three port sells ore and buys organics and equipment.

Generally, trading in equipment will yield the most profit, organics the next and ore the least. The best policy, however, is to take what you can get when you can get it. The price at each port for any given cargo will depend upon how much the port has in its hold and how much you are buying/selling. Whether buying or selling, the more the port has in its holds the better the price will be. The cargo held by the ports is not inexhaustable. Once you have emptied or filled their holds a port will not deal in that cargo until it has had time to process its existing resources (more about this later).

Sectors one through seven are Federation sectors and will not allow you to leave fighters defending them. Sector one is the most important sector in the game. It holds the only Class 0 port in the universe. This port deals in equipment such as fighters, extra cargo holds, sector mines, cloaking devices and extra turns.

Sector mines cost about 10 000 - 15 000 credits each and can be dropped in any sector. Once dropped they become active and will explode as soon as something (i.e. someone) enters that sector, in some versions even the person who dropped the mine. A cloaking device is used to make your ship invisible to other players when you log off the game.

You can buy any number of fighters, turns, or mines you want but with cargo holds you are limited to a certain number, usually about fifty. Once you've got this many you can't buy any more unless either you lose some by running in to a mine or else you lose some to Cabal sabotage when you log back on after a period of absence.

HITCH-HIKERS GUIDE

As any regular intergalactic traveller will tell you, you can't get very far through the galaxies without a space ship, unless of course you hitch-hike. So when you first log on to Trade Wars you are issued with your own brand-spanking-new interstellar-economy-model cargo ship outfitted with twenty cargo holds, a fleet of fifty fighters to protect your mother ship and a purse of about 2,500 credits to get you started.

The above procedure will also happen every time you happen to get obliterated (which will be quite often early in your career as a major despot) while confronting the outer reaches of space. Incidentally, if you do get destroyed, you'll have to wait till the following day before you'll be allowed back in the game. Then you will be dumped unceremoniously in sector one and left to sink or swim.

WE ARE NOT ALONE

Life was never meant to be easy, or so I've been told, and Trade Wars is no exception. You are not alone in this universe. Apart from the other players such as yourself there are also two other races who inhabit the universe. These are The Cabal and The Mercenaries.

On the side of the death and destruction we have the evil Cabal, a warlike race who like nothing better than a good old knock-down, gouge-eye fight to the death against anybody they happen to come across. These guys are really mean and they multiply overnight like rabbits, coming out from their HQ, which is a planet located somewhere in the universe. Depending upon which version of Trade Wars you're playing, attacking and destroying Cabal fighters will earn you either bonus credits or extra turns.

MIDWINTER

MIDWINTER is a new release from the much acclaimed British software company, Rainbird. Rainbird's status has risen sharply in recent years with such ground-breaking titles as the classic THE PAWN graphic adventure and the very impressive space action/strategy game STARGLIDER 2.

Billed by Rainbird as "The strategy game of the decade", Midwinter is perhaps their biggest release to date, and indeed has some pretty impressive ingredients: light-sourced fractal 3-D terrain, 160 000 square miles of playing area and thirty two different characters to control, to name a few.

With features like these, and in a strategy game to boot, it would seem the game could hardly go wrong – if you're into strategy games, that is. Well I am, so it's no surprise that I could hardly wait to get my hot little hands on this one and get stuck into it for all I was worth. Forget all the hype – here's what it's really all about (it was the Amiga version I tested).

Before the package is even opened, it's hard to be unimpressed. The box is enormous, weighs a tonne and looks very flashy. Strangely enough, the cover picture is a scene depicting events which actually take place in the game: installations exploding in an icy mountain environment, hang gliding, snow buggying, sniping, skiing. . . you get the idea. The only anomaly is that the scene is set at night, something which isn't the case in the game. . .

I found upon opening the package that most of that weight I mentioned took the form of an imposing 192 page manual, about half of which is background and scene-setting information. Believe me, if you wade through it all – as I did – you'll be an expert on global cooling (yes, cooling) by about the thirty page mark. Some of it is quite helpful in getting you started, so it would pay to read it all.

The manual also contains detailed biographical data on all of the thirty two

characters and explains the workings of the game in great detail. It also gives a few subtle playing hints. It really is one of the most well-written and comprehensive manuals I've had the pleasure of reading in quite a while, and won't leave you in a frustrated, puzzled heap.

Along with the manual comes a poster-sized map of the entire playing area, which shows mountain ranges and major settlements, and also a booklet of miniature maps for writing on when you're planning your major offensives, or when you want to fool yourself into thinking that you actually know what you're doing. The programme itself comes on a single disc. Now onto the nitty-gritty.

Firstly, a brief description of the game's setting. The Earth, around the year 2100, is under the influence of a man-made Ice Age. The only relatively inhabitable place is an island (called Midwinter) which a group of people have made their home, using "heat mines" to keep the population alive.

Unfortunately for them a renegade General and his army are bent on taking the land for their own, and it is the heat mines which are his prime objective. It's up to you to stop him. At the outset you are in control of a single character, a certain Captain Stark, who is on his daily patrol as a member of the Free Villages Peace Force (FVPF) when he learns that the enemy forces have been unleashed. He is the only one who knows what's happening, and so it is his task to alert as many as possible of the island's thirty two controllable characters to what has happened. They in turn can then (under your direct control) inform still more people.

With the radio network being jammed the only way of communicating is by actually travelling to each person by whatever means can be found. These include skiing (the worst), hang-gliding, driving snow buggies (the best) and using the cable-car systems.

Not only do you have to get to each character in turn, but once there you have to hope that they actually believe your story about the war - after all, everybody except Captain Stark is initially unaware of anything of the sort taking place. With some characters holding grudges against others, you also have to plan who to send where. There are a couple of ways around the problem. One of them is to use a certain character in the game who has enough knowledge about radio equipment to send off a message to up to four others, if you can get him to an unoccupied radio station.

Each character has fourteen personal statistics which include physical attributes (energy, endurance), mental qualities (morale, optimism) and special skills (skiing, driving, sabotage, etc). Each of these can range from "abysmal" to "excellent", and the effectiveness of everything a character does is determined by them. In an extreme case it could mean that one character may be able to travel faster on skis than another character can by driving!

With the potential for so much to happen simultaneously in the game, certain methods have been used to try to keep things manageable. Firstly, each character has their own "personal time" which must be synchronised every two hours with every other character in the game who has been contacted. What this means is that each character can go about their business for two hours, after which the game will force them to wait until the next synchronisation of watches. You then take control of your next character for two hours (game time) until the deadline arrives again, and so on until they have all used up their time. You then synchronise watches once again and the cycle continues. Characters can be controlled in any order.

It all takes some getting used to, but turns out to be a quite effective way of coping with a pretty sticky situation where so much is happening at the one time (remember: while you're doing your stuff the enemy is not sitting still!). Also, with the excellent icon-driven screens and menus throughout Midwinter (which are too numerous to mention, so I won't even try) the whole thing is a piece of cake to operate by your choice of mouse, joystick or keyboard control.

Though the accent in Midwinter is definitely on strategy, 95 per cent of the game is controlled in "real-time". During most of the game – when you're not poring over your maps deciding who should do what to whom, and where they should do it – you will find yourself either skiing or snow-buggying.

When skiing, you control starting, stopping and turning–gravity takes care of the rest. Most of the screen depicts the view through the characters' goggles, the rest being taken up by gauges and icons showing such things as energy level, personal time, speed, compass direction, angle of slope and a partial map.

You have a similar view when driving one of the three types of vehicles available to you, the main differences between this and skiing being the speed at which you can travel and the fact that in a vehicle you are armed with three types of guided missile. When you are skiing all you can do is lob a grenade directly in front of you, unless you want to come to a stop and take out your rifle for a few pot-shots.

One aspect of the game's attention to detail is evident when sniping: depending on a particular individual's sniping skill, alertness, energy reserves and even morale, the steadiness of their rifle may vary from being dead still to wavering about madly.

The game even keeps track of which parts of each character's body are wounded, as well as the extent of that wounding, so if you don't have at least one good arm you won't be able to use your rifle at all. Similarly, you need at least one good arm and leg to drive, two

good legs to ski, and so on for all of the activities.

The 3-D view of what the character sees is quite impressive, using fractal techniques to generate accurate, relatively detailed landscapes which are updated without too much time lag, even for complex scenes. The colour scheme is fairly drab however, being basically white except for the sky which remains an unchanging shade of blue throughout the game (even at night!). I guess in an Arctic setting you can't expect a multitude of colours, although one of the earliest games to appear for the Amiga (which was in many ways similar to Midwinter), ARCTIC FOX, managed to inject some colour into its landscapes to good effect.

Midwinter's graphics have enhanced the look of distant features and objects, making them seem "hazy" and creating quite a good effect of distance. The scenes are also generated using a fixed "light source" coming from the west, apparently to simulate sunlight (without shadows the landscape would be impossible to read), but as the direction of the light never changes you get no impression of time passing in the game. The overall impression is good, but certainly no breakthrough.

The objects depicted in the game (snow craft, planes, buildings, trees) are also solid 3-D and look pretty good, though there seems to be a lack of something which I can't quite pinpoint. Perhaps it's the feeling you get that the whole place is somehow uninhabited, as you can't actually see any of the other people.

Buildings can be entered, but you can't actually walk around within them (in fact the interiors are not mapped out in 3-D and, as I've mentioned, you can't actually see other characters as 3-D objects). Each building has a purpose, such as garages where you can obtain craft as well as repair and re- fuel them, stores where you can eat and replenish supplies, houses where you can sleep (and let your battered body heal) and bunkers where you can snipe from in relative safety. These are just a few of the types of buildings to be found; there are about fifteen types altogether.

The screen which you will need to look at most, apart from the action screens, is the main map. This occupies more than half the screen, while the rest is taken up by selectable "buttons" which are used to highlight desired features on the map, such as particular buildings or people.

Initially the map shows the entire island as colour-coded heights above sea- level, but this can be changed to a very accurate relief map which more clearly shows the actual topographical features, with an almost photographic appearance.

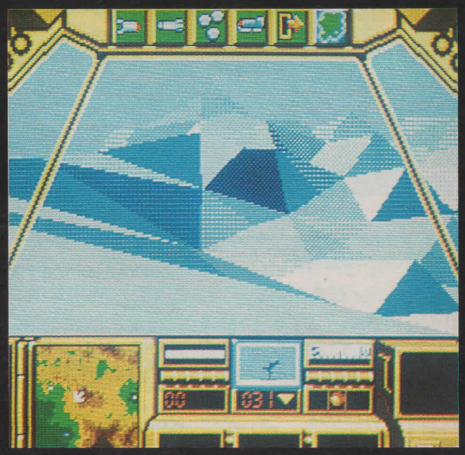
The map can also zoom in on any part of the island to a magnification of sixteen times, showing further features which can't be seen on the large-scale view. This zoom feature is very handy when planning a snow-buggy route through hilly territory, as it extremely easy – even for an excellent driver – to roll the craft over in anything more than low hills. Driving over a mountain range is all but impossible, and even in flat terrain you have to watch out for the occasional crevasse which could be hurtling toward you at speeds of up to 100 mph. Leaving the island is not possible.

There is not much to report in the sound department. "Whooshing" sounds when skiing, motor noise when driving, gunshots, explosions and other sound effects are all there and are quite good, but are not a real feature of the game. The only sound effect which is important during the game is the sound of enemy vehicles in your vicinity which, if you have your Amiga connected to a stereo system, comes out of the appropriate speakers. There is no background music. So, in a nut-shell, to win Midwinter you need to be able to deploy your forces in such a way as firstly to slow the approach of the enemy and ultimately to breech his defenses and destroy his main headquarters. You need to have mastered skiing, driving and sniping in order to get around the island and enlist as many of the inhabitants as possible.

Keeping track of up to thirty two people (who can travel solo or in groups of up to six depending on the transport available to them) in such a complex game is a real headache, and if you really want to win you'll need to do quite a few hours of planning along the way. I have a game in progress saved to disk which has 14 active characters which, at the time of writing, is my best effort, though I didn't have any real strategies when I began.

I've outlined the major aspects of Midwinter, but there is a lot of detail which would take much more space than I have available here to fully explain, as the nearly 200-page manual would indicate. Any game has its down side, however, and Midwinter is no different.

First of all, I'd like to know why it can't get dark. A "headlight" effect would have been easy enough to do, and surely a few stars could be dotted here and there in a black sky. Approaching a lit village at night from a hang- glider a thousand metres in the air would have been a sight worth seeing... Once again I have to mention the game Arctic Fox, which has snow-storms which reduce visibility and even electrical storms which cause the sky to flash with lightning as affect aspects of the game.



It's this type of thing which helps to make a game stand out as a true classic. Perhaps a sequel will remedy this.

While I'm in a whingeing mood I'll mention the way the enemy can occupy a building or whole town without leaving a single soldier behind, and the bombers which have such miraculous accuracy that they are able to land a bomb on you while you're thousands of metres in the air! A guided missile I could understand, but a bomb? Luckily you can "turn off" these bombers at the start of a game.

Let there be no mistake – Midwinter is an excellent game, and not an easy one to win, though it is very easy to learn and to play. The game could have been done as a standard war simulation where you basically just move units around on a map, but making the player actually travel around and do things in person adds another dimension. Purist war-gamers may find that part of it unnecessary or even tedious, while it is hard to say how players of action games will find the complex strategy aspect. I think the people who fall somewhere in between those two categories will enjoy Midwinter the most, and there is certainly a lot of game to enjoy. Midwinter would have to be the best game of its type to appear in the last couple of years, and I'm definitely hanging out for Midwinter II.

MegaZone Scorecard

MIDWINTER

GRAPHICS:	8
COLOUR:	8
ACTION:	7
SOUND:	6
DOCUMENTATION:	9
MENTAL ANGUISH:	9.5
PLAY IT AGAIN, SAM?:	9
VALUE FOR MONEY:	9
OVERALL, OUT OF 100:	82

Reviewed on:	Amiga
Also for:	Atari ST
Software by:	Rainbird
Distributor:	Questor
R.P.P.:	

Your Software Warehouse

AMIGA

-- GAMES --

3D POOL	49.00
688 ATTACK SUB	49.50
ALTERED BEAST	59.00
ANT HEADS	34.50
ARMADA	49.00
AUSTERLITZ	59.50
BAL OF POWER	59.00
BARBARIAN II	59.00
BARD'S TALE I/II (ea)	49.00
BATMAN "MOVIE"	59.00
BATTLE CHESS	64.00
BATTLEHAWKS	59.00
BATTLE OF BRITAIN	69.50
BATTLE SQUADR'N	59.00
BLOODWYCH	59.00
BOMBER	49.50
BORODINO	49.00
BRIDGE V5.0	59.00
BUDOKAN	49.50
CABAL	59.00
CADAVER	59.00
CHAOS STR. BACK	CALL
CHASE H.Q.	59.00
CHESSPL'YR 2150	59.00
CLOWN-O-MANIA	44.00
CONFLICT EUROPE	59.00
CYBERBALL	49.50
DLXE STRIP POKER	59.00
DRAGON'S FLAME	49.00
DRAGON'S LAIR II	89.00
DRAKKHEN	59.00
DUNGEON MASTER	59.00
EMMANUELLE	44.00
F16 COMBAT PILOT	49.50
F16 FALCON	54.00
F16 FALCON MISS.	49.00
F19 STEALTH FIGHT	59.50
F29 RETALIATOR	59.50
FALLEN ANGEL	59.00
FIRE BRIGADE	39.00
FLOOD	CALL
FULL METAL PLNT	59.50
GENGHIS KHAN	79.50
GHOSTBUSTERS II	59.00
GHOULS & GHOSTS	59.00
GREG NORMAN GOLF	59.50
GUNSHIP	49.00
HARD DRIVIN'	59.00
HAWK	CALL
HERO'S QUEST	69.50
HOUND SHADOW	59.00
INDY JONES ADV.	59.00
IRON LORD	59.00
IT CAME FR DESERT	59.00
ITALY 1990	59.50
IVANHOE	59.50
KICK OFF PLR/MGR	49.50
KING' QUEST I/II/III	84.50
LEIS SUIT LARRY I	49.50
LEIS SUIT LARRY II	49.50
LEIS SUIT LARRY III	59.50
LOST PATROL	59.00
M1 TANK PLATOON	CALL
MIDWINTER	69.50
MORTVILE MANOR	39.50
NORTH & SOUTH	59.00
NZ STORY	59.00
OMEGA	69.00
OMNI PLAY BASK'T	59.00
OMNI PLAY HORSE	59.00
OOZE	54.00
PIRATES	59.50
POPULOUS	45.00
POPULOUS DATA	39.00
POWERDROME	59.00
PRO TENNIS TOUR	59.00
RAINBOW ISLANDS	49.00
RALLY CROSS	49.00
RICK DANGEROUS	49.00
SCAPEGHOST	59.00
SHADOW OF BEAST	59.00
SHERMAN M4	59.50
SHOGUN	69.00
SHUFFLEP'K CAFE	49.00
SILKWORM	49.00
SIM CITY	69.00
SIM CITY TERRAIN	39.00
SKWEEK	49.00
SPACE ACE	89.00
SPACE QUEST I/II ea	49.50
SPACE QUEST III	59.59
SPACE ROGUE	75.00
STRIDER	59.00
STUNT CAR RACER	59.00
TAROT MASTER	59.00
TEST DRIVE II	49.00
T.D. II DISKS	39.00
THEME PARK MYST	CALL
THRILL WINNING	69.50
TV SPORTS FOOTY	69.00
TV SPORTS BASEB	CALL
TV SPORTS BASKET	69.00
UMS	64.00
UNTOUCHABLES	59.00
VEGAS GAMBLER	29.50
VETTE	CALL
WARHEAD	59.50
WATERLOO	59.00
WINDWALKER	59.00
WINGS	CALL
XENOMORPH	59.50
XENON 2	59.00
X-OUT	49.50

PRODUCTIVITY

ADVANTAGE	279.00
A.M.O.S.	CALL
ASSEMPRO	159.00
CITY DESK II	249.00
DATA RETRIEVE	99.00
DATA RET. PRO	199.00
DELUXE PAINT III	249.00
DELUXE VIDEO III	169.00
DIGI-VIEW GOLD 4	279.00
EXCELLENCE	279.00
FAT TRACKS	89.00
GFA BASIC V3.0	159.00
KIND WORDS II	99.00
PAGESTREAM	259.00
PEN PAL	199.00
SCRIBBLE PLAT.	99.00
SONIX	99.00
SUPERBASE	79.00
SUPERBASE PRO	299.00
PAGESTREAM	259.00
PAGESTR. FONTS	59.00
PROJECT D	74.00
TURBO SILVER	259.00

- EDUCATION -

CARMEN SD (ea)	74.00
DESIGNASAURUS	59.00
FUN SCHOOL 2	49.00
INTELLITYPE	49.00
MAVIS BEACON	79.00
YOUR FAM. TREE	79.00

- DISKS -

3.5" DSDD

AXIOM	19.50
MEMOREX	22.00
PRECISION	21.00
PREMIUM	16.00
SKC	22.00
XIDEX	26.00

DISK BOXES

3.5" 40	14.00
3.5" 80	19.00
3.5" 120	22.00
BANX 80	25.00

- BOOKS -

Over 100 titles for the AMIGA and the C64/128, including the complete ABACUS range for the AMIGA.

-JOYSTICKS-

COMPETITION

PRO 5000	39.50
GLO-GRN	49.50
GLO-RED	49.50

QUICKSHOT

QS128 DELUXE	49.50
QS130F DELUXE	39.50

- OTHERS -

3.5in SLIMLINE DISK	219.00
DUST COVER A500	22.00
GENIUS MOUSE	59.00
IMG SCAN	299.00
MOUSE PAD	9.00
VM4 MOUSE	59.50
A500 0.5M MEMORY	229.00
SAFE SKIN A500	45.00

- * FULL EPSON AND STAR PRINTER RANGE
- * FULL GVP RANGE
- * ACCELERATOR BOARDS
- * RAM BOARDS
- * DISK DRIVES
- * SWITCH BOXES
- * CABLES
- * GENLOCK
- * SCANNERS
- * PRINTER RIBBONS
- * MIDI BOXES
- * JOYSTICKS
- * MOUSES
- * SOUND DIGITIZERS

LARGE SELECTION OF 3.5in AND 5.25in DISKS & DISK STORAGE BOXES

- FREE POSTAGE of software anywhere in Australia
- FREE PRICELISTS
- FRIENDLY, KNOWLEDGABLE STAFF
- HUGE RANGE OF PRODUCTS for AMIGA, C64/128 and IBM PC
- GIFT VOUCHERS for any amount, any occasion
- STD FREE 008 Orders Only line - business hours
- COMPLETE ONE-STOP AMIGA Shop

C64/128

We have over 900 software items in our FREE C64/128 Price List

--GAMES--

ALL STAR CRICKET	32.00
ALTEED BEAST	39.00
AUSSIE RULES	49.00
BARD'S T'LE I/II/III ea	29.50
BATTLE CHESS	44.00
BOMBER	49.50
CABAL	35.00
CHAMPS OF KRYNN	49.50
DOUBLE DRAGON II	39.00
E MOTION	39.50
ELVIRA	39.50
F16 COMBAT PILOT	39.00
GREG NORMAN	49.00
KNIGHTS LEGEND	49.00
PIRATES	49.00
RAINBOW ISLANDS	39.50
SILENT SERVICE	39.00
SIM CITY	54.00
TOM & JERRY II	39.00
TV SPORTS FOOTY	49.00
X-OUT	35.50

PRODUCTIVITY

ACTION REPLAY VI	139.00
BASIC COMPILER 64	69.00
BUS. FORM SHOP	59.00
COBOL 64	59.00
FINAL CART. III	129.00
GEOS 64	69.00
GEOS 128	79.00
HOME VIDEO PROD	79.00
INSTANT MUSIC	35.00
MINI OFFICE II	44.00
PAPERCLIP PUB.	54.00
POCKET SERIES II ea	69.00
PRINTMASTER +	59.00
SUPERBASE 64	59.00
SUPER C 64 OR 128	99.00
SUPERSCRIPT 64	59.00
SUPERSNAPSHOT V	99.00
SWIFTCALC	36.00

EDUCATION

We have over 200 Educational Titles for the C64/128.

IBM PC

We have over 1000 Titles for the IBM PC, including all the very latest titles. Our range expands daily so call and ask for the product you want.

FOR ALL ORDERS OF *AMIGA* SOFTWARE OVER $50 YOU WILL RECEIVE *VOUCHERS* THAT ALLOW YOU TO GET FREE *AMIGA* SOFTWARE.

We aim to be your *No. 1* choice, by being the *No. 1* quality *AMIGA* dealer in Australia (*over 1300* Software Titles)

C64/128

Yes, we carry an extensive range and stock for this "everlasting" computer Phone or write for your free catalogue, listing over 900 software items, as well as accessories

IBM PC

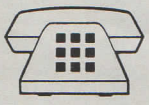
We have over 1000 games, educational, and productivity software products for your computer. Check out our free pricelist.

All prices and availability are subject to change without notice. Some items listed may not have arrived by press time. All software items are shipped surface mail within Australia *FREE*. All other items are subject to a delivery charge.

INTERLINK — Your one stop software and accessories supplier.

INTERLINK SOFTWARE

SUPER STORE UNIT 2, 216 COWLISHAW STREET, TUGGERANONG TOWN CENTRE



ORDER NOW

008 020 633

(orders only)

(06) 293 2233

(all enquiries)

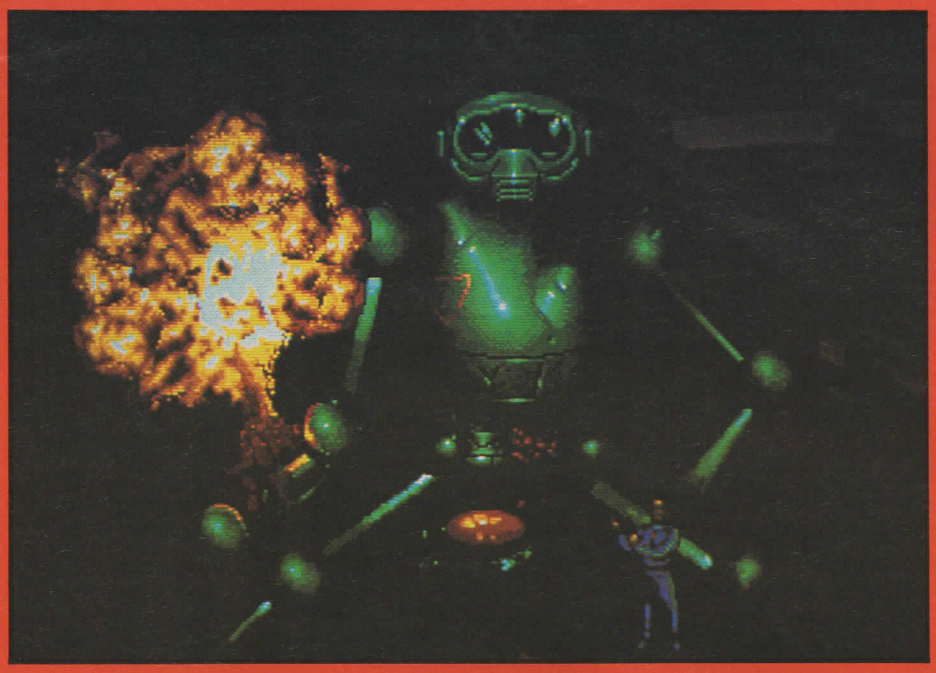
FAX (06) 293 1438

MAIL ORDER

write on any piece of paper and send to -

P.O. Box 1155

Tuggeranong ACT 2900



TERAMIS

Coming soon to your computer shop: Grandslam's new space-oriented arcade game, TERAMIS. We looked at a pre-release copy of the Amiga version for this preview.

Teramis is a space-oriented game set on an enormous spaceship in the depths of, well, space. After wading through several credits and intros (no kidding, it takes about six or seven presses of the joystick button to start the first game) we are finally told that the hyperdrive section – the first level – awaits us.

Teramis uses very smooth vertically-scrolling graphics in the mould of Xenon. The quality of the sprites, backgrounds and animation is good. The main character is controlled by joystick, and can move and shoot in the usual eight directions.

There is plenty of action, with heaps of different types of aliens and weapons to try and deal with as you search the interior of the ship for a way to get off. There are bonuses of points and extra weapons along the way, so you can build up your firepower to tackle the later levels. It's not hard to find your way around the ship, as the general direction you need to travel in is always up.

As I've said, graphics are up to par in all departments, and the sound is also very good. Everything which happens in the game has a good sound effect to it, and there is plenty of surprisingly good music throughout.

This type of game has been around for quite a while, but Teramis would have to be one of the better ones to have come out recently. With all aspects of the game on a pretty high level, it's worth keeping an eye out for.

Tino Rossi

MegaZone Scorecard

TERAMIS

GRAPHICS:	7
COLOUR:	8
ACTION:	8
SOUND:	8
DOCUMENTATION:	7
MENTAL ANGUISH:	4
PLAY IT AGAIN, SAM?:	8
VALUE FOR MONEY:	7
OVERALL, OUT OF 100:	71

Reviewed on:	Amiga
Also for:	ST
Software by:	Grandslam Entertainments
Distributor:	Ozisoft
R.R.P:	

NINJA SPIRIT

Tsukikage, the spirit of the great white wolf, must take on the form of a Ninja and slay the Evil One in Activision's latest arcade/fighting game, NINJA SPIRIT.

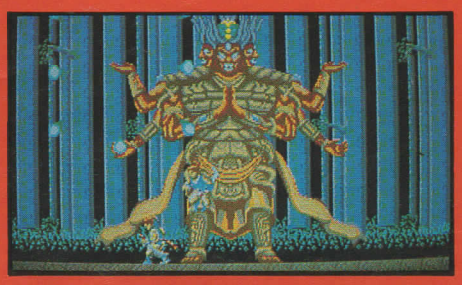
Ninja Spirit has the horizontally-scrolling backgrounds usually found in this type of game, with the main character controlled by joystick. The usual miraculous feats of acrobatics are possible, and there are weapons ranging from your Samurai sword (wasn't this guy supposed to be a Ninja?) to "the sharpest and deadliest of lassoon blades". Heavy stuff.

The background graphics are colourful and quite nicely drawn, but the game's animation department was obviously underpaid. The backgrounds are sometimes interactive, meaning you can jump on walls from time to time, but generally they are not. There is, apparently, one scene where you have to climb a cliff face while dodging poisonous gas, but I'm still having trouble with the first level where a little midget under the floorboards keeps jabbing me with a spear.

If the animators were underpaid then the sound effects team must have been on Social Security, because there aren't any sound effects in Ninja Spirit. There is music in the background but there's really no excuse for not having any other sound.

Ninja Spirit isn't a really bad game and most people will probably think I'm being too hard on it, but if we're expected to fork out the kind of money they're asking for games these days then they're going to have to pull their socks up a bit. Put it this way: if you like most of the fighting games which have been released in the past year, then you'll probably go for this one too.

Tino Rossi

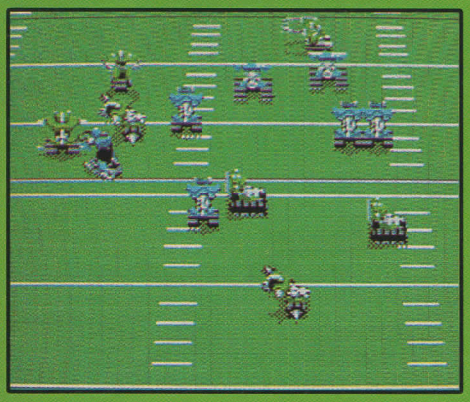


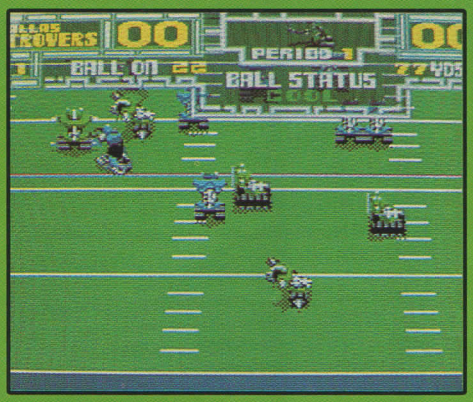
MegaZone Scorecard

NINJA SPIRIT

GRAPHICS:	5
COLOUR:	7
ACTION:	7
SOUND:	3
DOCUMENTATION:	3
MENTAL ANGUISH:	2
LASTING INTREST:	6
VALUE FOR MONEY:	5
OVERALL, OUT OF 100:	46

Reviewed on:	Amiga
Also for:	Atari ST, C64
Software by:	Activision
Distributor:	Ozisoft
R.R.P:	





CYBERBALL

Cyberball is a one- or two- player game of futuristic football (American gridiron) played with robots instead of human athletes.

Shades of Speedball here, although as far as I can tell (from my complete lack of knowledge of American football) Cyberball follows the actual rules of gridiron, including detailed offensive and defensive strategies, from which the player may choose between plays, whereas Speedball was a hybrid of your general foot/handball type of game.

In all fairness, I have to point out that a pre-release (unfinished) version was used for this preview of the Amiga version of the game, which means that some of the things mentioned may differ from the final product.

The main screen consists of a vertically scrolling playing field with time, etc., displayed at the top. After choosing between a one-or two- player game, players then choose the team they want to use from a list of "instructional" teams and "pro" teams, then it's into the game. The player/s, either on offence or defence, select from several running or passing plays which are displayed graphically on-screen (and which can hopefully be deciphered by anyone with an I.Q. of less than 240, though I'm not too sure) which their team-mates then automatically follow. The actual ball itself seems to be a remnant from a future Chernobyl, as it becomes "hot" and later reaches "critical" point, though I haven't yet seen what happens to it after the critical stage. I think it's safe to assume that the idea is to not let it get that far!

I found it hard to get terribly excited about Cyberball – the display is an uninspired flat green, and the robots are chunky slow-moving blobs. A complete lack of sound effects doesn't help matters either. Oh, there is a background soundtrack which is actually quite good, but it doesn't take long for this to become tiresome. I guess after seeing several other similar, but faster and prettier, games, this one just seems a little pale in comparison. It remains to be seen whether the final release version will be a bit more jazzed up and a little snappier in execution. I'm sure there are quite a few fans of Yankee-style footy out there who may take to Cyberball with open arms, but isn't it about time we had an Aussie rules game?

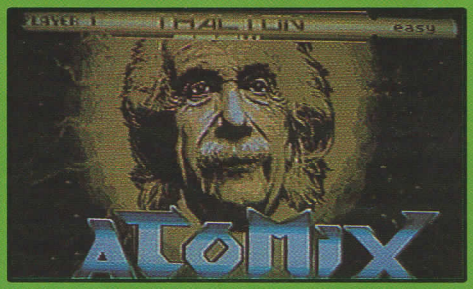
Tino Rossi

MegaZone Scorecard

CYBERBALL

GRAPHICS:	6
COLOUR:	4
ACTION:	6
SOUND:	4
DOCUMENTATION:	7
MENTAL ANGUISH:	7
PLAY IT AGAIN, SAM?:	6
VALUE FOR MONEY:	6
OVERALL, OUT OF 100:	57

Reviewed on:	Amiga
Also for:	C64,ST
Software by:	Domark/Tengen
Distributor:	Questor
R.R.P.:	



ATOMIX

Atomix is an interesting game that requires a lot of mental dexterity, unlike the usual joy-stick games. As the title suggests, the aim is to assemble a complete molecule from its constituent parts before your time runs out.

The player is presented with a simple maze, which is built out of square blocks, with atoms scattered about in it. On one side is a two dimensional diagram of a molecule to be used as a guide. Handling the atoms is simply done by manoeuvring a square over an atom using the joy-stick, pressing the fire button to take hold of it, and then giving the atom a shove in the desired direction. Seems simple enough,but the problem is that it will keep whizzing along in that direction until it bumps into either the wall of the maze or another atom. To make things worse the molecule won't assemble properly unless you keep an eye on the direction in which the atoms link. To get them all in the right place according to the diagram requires a fair amount of juggling and shuffling. If you succeed with the first

molecule (which is none other than water) your score is calculated on the time left, then you are presented with a new maze and and your next molecule, methane. Needless to say, each completed molecule leads to a larger and more complicated one. Using a simple concept Thalion GmbH have created a fascinating and addictive game. Sound and graphics effects are simple yet refined. The general layout and game play are also very good.

MegaZone Scorecard

ATOMIX

GRAPHICS:	7
COLOUR:	7
ACTION:	8
SOUND:	7
DOCUMENTATION:	6
MENTAL ANGUISH:	4
LASTING INTEREST:	7
VALUE FOR MONEY:	7
OVERALL OUT OF 100:	66

Reviewed on:	Atari ST
Also for:	Amiga
Distributor:	Ozisoft
RRP:	

CHRONQUEST II

Chronoquest II from PSYGNOSIS is the graphic adventure sequel to Chronoquest (of course), but does not require the former to play. As a time traveler you find yourself and your machine on the deck of a sailing boat lost somewhere in time. You only want to go home, but unless you find fuel for your machine – you are trapped.

What is needed is metal. Metal of any description will do, but the trick is that different metals effect the machine differently: some throwing you into the near or distant future, others casting you into the past. Skipping through time and space you face perils ranging from a cyclops from mythical Greece to a sorceress bent on turning you into a pig.

Game play is entirely mouse controlled and involves "clicking" on a series of animated icon buttons along the bottom of the screen to choose an action. Arrows allow movement either forward or backwards, but are covered by animated sliding doors when the option is not allowed. Clicking on a magnifying glass lets the player examine different parts of the scene to reveal perhaps a bag of coins hidden behind some boulders. The icons to pick up or put down objects feature an animated hand doing just that while the "use" icon is a hand hitting a nail with a hammer. This button enables items in the inventory to be used to perform a task on the screen.

Should the player meet anyone significant, another set of icons appears giving the player the choice to speak to that character, listen to what they have to say or to give them something. Speaking involves choosing one of a number of sentences offered in multiple choice fashion. When the characters speak to you, they do so literally with an English accent via digitized sound. The voices, however, are rather metallic and at times hard to understand; not up to the standard of the location background sounds (also digitized) but, on the other hand, perhaps the ear is simply more critical of spoken words.

There are of course icons to save and reload games allowing for extended play, which is inevitable as there are 13 different stages with varying degrees of difficulty. Too much for one sitting.

The most striking feature of this game is its outstanding graphics. Each location is beautifully illustrated from the picturesque seascapes to the gloomy jungle littered with skeletal remains.

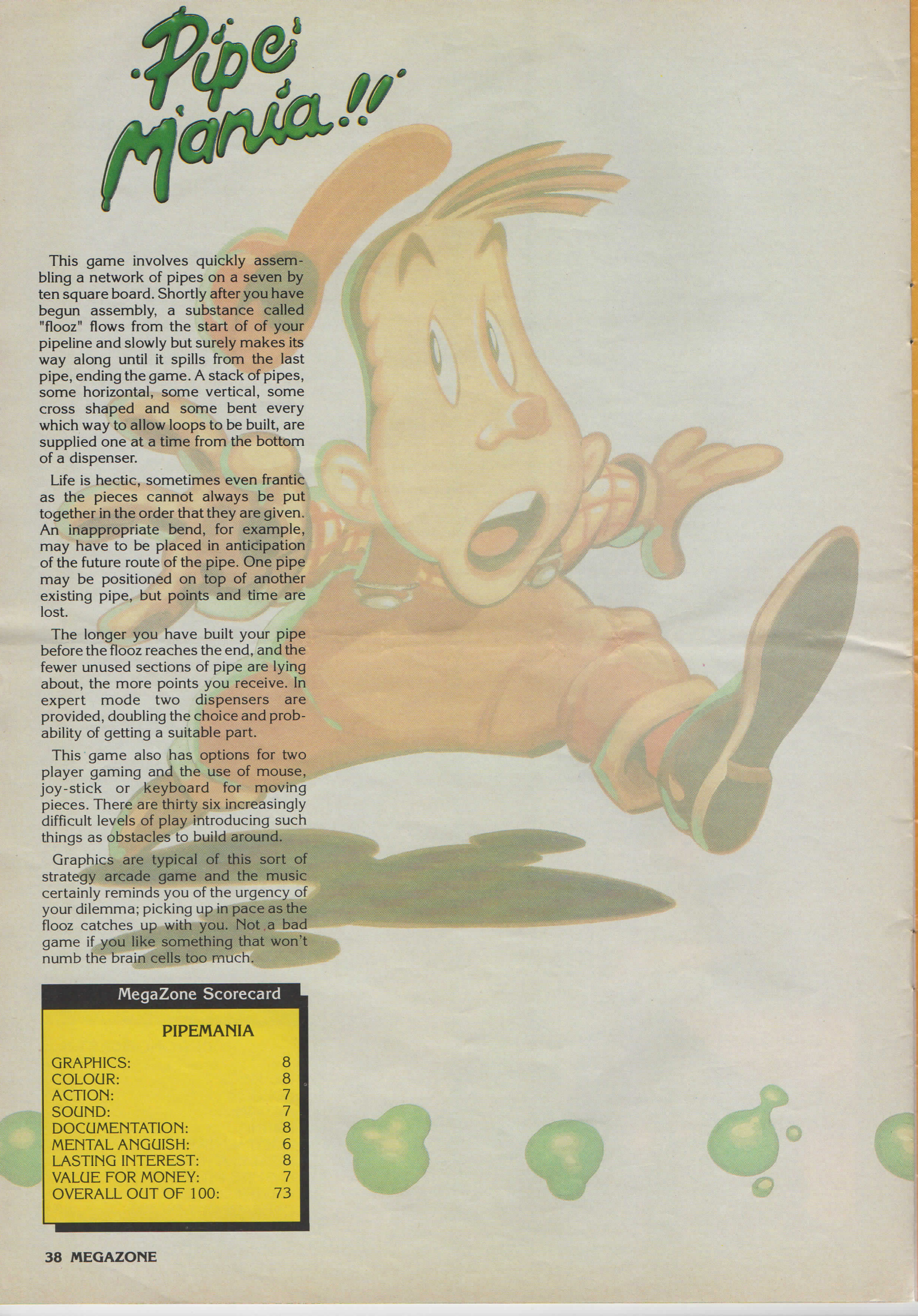
The game is available for most of the common machines: Amiga, Atari and PC clones. Amiga owners won't have any problems, but the standard package for the Atari contains 3 double sided disks. If your machine is fitted with single sided drives, the disks can be exchanged for 6 disks of the single sided variety free of charge. A form enclosed in the package lists a Liverpool address in England. As of this writing, I don't know if the Australian distributors will be offering the same service and if so, with what delay. For owners of PC clones there are no less than 4 versions of the game available. The one for you depends on the configuration of your machine be it CGA monochrome or EGA 16 colours, 5.25 inch or 3.5 inch disks; all for keyboard or mouse.

MegaZone Scorecard

CHRONOQUEST II

GRAPHICS:	9.5
COLOUR:	9
ACTION:	6
SOUND:	6
DOCUMENTATION:	8
MENTAL ANGUISH:	9
LASTING INTEREST:	8
VALUE FOR MONEY:	8
OVERALL OUT OF 100:	80

Pipe Mania!!



This game involves quickly assembling a network of pipes on a seven by ten square board. Shortly after you have begun assembly, a substance called "flooz" flows from the start of of your pipeline and slowly but surely makes its way along until it spills from the last pipe, ending the game. A stack of pipes, some horizontal, some vertical, some cross shaped and some bent every which way to allow loops to be built, are supplied one at a time from the bottom of a dispenser.

Life is hectic, sometimes even frantic as the pieces cannot always be put together in the order that they are given. An inappropriate bend, for example, may have to be placed in anticipation of the future route of the pipe. One pipe may be positioned on top of another existing pipe, but points and time are lost.

The longer you have built your pipe before the flooz reaches the end, and the fewer unused sections of pipe are lying about, the more points you receive. In expert mode two dispensers are provided, doubling the choice and probability of getting a suitable part.

This game also has options for two player gaming and the use of mouse, joy-stick or keyboard for moving pieces. There are thirty six increasingly difficult levels of play introducing such things as obstacles to build around.

Graphics are typical of this sort of strategy arcade game and the music certainly reminds you of the urgency of your dilemma; picking up in pace as the flooz catches up with you. Not a bad game if you like something that won't numb the brain cells too much.

MegaZone Scorecard

PIPEMANIA

GRAPHICS:	8
COLOUR:	8
ACTION:	7
SOUND:	7
DOCUMENTATION:	8
MENTAL ANGUISH:	6
LASTING INTEREST:	8
VALUE FOR MONEY:	7
OVERALL OUT OF 100:	73

RAILROAD TYCOON

When this game arrived on our desks it was one of the last games we looked at. I mean, a game with a name like Railroad Tycoon couldn't be that good – or could it? So we decided to load it on to the computer. Three days later, the Editor had to physically drag me away from the computer, to do some work. I was hooked.

The aim of the game is to become the railroad tycoon of either the east or west coast of America, England, or Europe. Firstly, you have to form a railroad company. We thought Fireball XL5 was a good name for a railroad company. You have the choice of building depots and stations in certain areas. Next thing you have to do is build some tracks. But be careful, because tracks costs a lot of money. Thye idea is to start off with two towns close to or connecting each other, otherwise you'll bankrupt yourself. After building the rail between two cities it's time to get a train. And this is in many was where the game really begins.

The choice of carriages that you put on your train is very important, as different towns need different commodities shipped to them. You have the choice of mail carriage, goods carriage, wine carriage (for Europe only), armaments (for Europe only), passenger, steel and so on. There are other railroad companies competing against you, which keeps you on your toes.

One thing about this game is the realism, as you plant your tracks through fields, hills, mountains, all realistically depicted. You also have to report to your brokers every year, to see how your profit-loss statement is going. If you continue to make too much of a loss they throw you out as President. Another thing that makes this game quite exciting is that you get priority shipments that you have to ship in a hurry to get extra dollars. This can really change your schedules, as you panic to work out which train goes where. Be careful not to crash any into each other, as you have control of the signals.

Railroad Tycoon has to be one of the best games I've ever seen. It's so addictive, it's not funny. It's highly recommended if you want to become a future transport minister or top management in Metropolitan Transit. My advice to any strategy player out there is to get it.

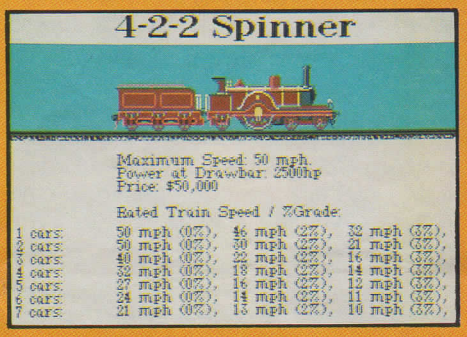
Adam Svenson

MegaZone Scorecard

RAILROAD TYCOON

GRAPHICS:	7
COLOUR:	8
ACTION:	8
SOUND:	8
DOCUMENTATION:	9
MENTAL ANQUISH:	9.9
LASTING INTEREST:	9.5
VALUE FOR MONEY:	9.5
OVERALL OUT OF 100:	89%

Reviewed on:	IBM PC
Also for:	Amiga
Software by:	MicroProse
Distributor:	Questor
RRP	N/K


4-2-2 Spinner
Maximum Speed: 50 mph.
Power at Drawbar: 2500hp
Price: $50,000
Rated Train Speed / %Grade:
1 cars: 50 mph (0%), 46 mph (2%), 32 mph (3%),
2 cars: 50 mph (0%), 30 mph (2%), 21 mph (3%),
3 cars: 40 mph (0%), 22 mph (2%), 16 mph (3%),
4 cars: 32 mph (0%), 18 mph (2%), 14 mph (3%),
5 cars: 27 mph (0%), 16 mph (2%), 12 mph (3%),
6 cars: 24 mph (0%), 14 mph (2%), 11 mph (3%),
7 cars: 21 mph (0%), 13 mph (2%), 10 mph (3%),

FIRST CONTACT

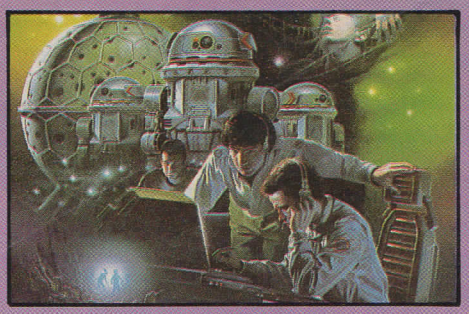
First Contact is a new science-fiction oriented release from Rainbird which combines strategy and fast-thinking with arcade elements and, as I think you'll agree, may well become a classic.

From its appearance and from screen shots of the game, you may be forgiven for thinking First Contact is yet another arcade game in an already flooded market, but this is far from the truth. Outwardly the game looks very similar to the Xenon-type arcade game with an above-ground view of the playing area and a 'droid' in the centre of the screen which can be driven around in all directions. There are actually three different droids which can be individually controlled or combined into a super droid, but more on that later.

The story takes place on a distant communications station, light-years from Earth, which has been invaded by deadly organic aliens. The station is vital to the humans in the overall war effort, and destroying the aliens on-board is essential before the entire faster-than-light communications network is put out of action. Because of the distances involved, the three general-purpose droids must be controlled remotely from a specially-devised computer--you are the one chosen for the task because you have, it is hoped, the required skills.

You are thrown in at the deep end right from the start, controlling one of the three droids which may be on any of the four levels of the communictaions station. The aliens are already lurking in every corner even at this early stage, searching for computers and other systems to destroy, so there is little time to think of strategies.

Using the keyboard or a joystick, the droids can be driven around the entire base in order to search for aliens to destroy or systems to repair. After a little practice this becomes second-nature,



allowing you to glance occasionally at the other information provided on the screen such as the radar which shows the direction and distance of aliens in close proximity to you.

Each droid has a weapon which can be fired in the direction it is facing, and, importantly, the facility to be programmed using a simple set of instructions. This allows one droid to be programmed with instructions to, say, go to a repair station and repair or re-fuel itself while in the meantime you could be programming another to teleport to another deck to retrieve an item. While both of these programs are running, a third droid could be controlled manually. No typing is involved in this programming; a pre-defined set of instructions is displayed on-screen, and you simply build up a program by selecting them. Some instructions are: GO TO , LOCK, UNLOCK and REPORT.

Even while programming the droids there is no respite from the action, as the creatures never stop multiplying and causing havoc. It is quite possible to have the very droid which you may be in the act of programming attacked, which usually means a quick exit from the programming 'shell' and a few blasts from your weapon (or a hasty retreat). By the same token, a programmed droid may be interrupted whilst carrying out a program, which usually leaves it stranded until you can tear yourself away from other tasks in order to rescue the situation.

As I mentioned earlier, two or even three droids may be combined in a variety of ways. This is done by bringing them to the same location and selecting the Combine option; depending on their positions in relation to each other (which produces different results) you will then have a single and more powerful weapon to combat the enemy. Uses for this option range from being able to fire in up to three different directions at once to assembling items from the various objects scattered throughout the station, such as proximity mines. The three droids roughly relate to a 'head', 'arms' and 'legs'.

The graphics in First Contact are up to scratch in all departments, not only with clear, well-drawn sprites and general graphics but with speed and smoothness of animation (unncessarily-bad animation being a pet hate of mine). Sound effects are not overdone (or underdone) but seem to be just right and very effective during the entire game--background noises, squeaks, chirps and yelps from the aliens and other assorted sounds all combine to create an excellent atmosphere to the game. Overall, the look and feel is very tight and professional (Mind you, I wouldn't expect anything less from Rainbird).

First Contact seems to have hit the right note in just about every respect, making it very hard for me to find anything to complain about; even the manual is good. Don't expect the depth or detail of games like Starglider 2 or Midwinter, but for what it is, First Contact is a winner.

Tino Rossi

MegaZone Scorecard

FIRST CONTACT

GRAPHICS:	8
COLOUR:	9
ACTION:	8
SOUND:	8
DOCUMENTATION:	7
BRAINSTRAIN:	8
PLAY IT AGAIN, SAM?:	9
VALUE FOR MONEY:	9
OVERALL, OUT OF 100:	83

Reviewed on:	Amiga
Also for:	Atari ST
Software by:	Rainbird
Distributor:	Ozisoft
R.R.P:	

GREG NORMAN'S ULTIMATE GOLF

There has been no shortage of golf games/simulations over the years; Leader Board, Professional Tour Golf and Mean 18 come to mind but there have been many more.

Whilst most aspects of the game such as wind, club effects, bunkers and trees are usually catered for, the most obvious and perhaps the most important one has usually been entirely left out: that of contoured terrain. You never get the feel of a steep bunker face looming up at you, or a sharp rise creating a blind shot to the hole.

There is light at the end of the tunnel however, with a new release from Gremlin software called Greg Norman's Ultimate Golf which may just set a new standard for golf games. Ultimate Golf has all of the features just mentioned and more, as well as some not seen (to my knowledge) in any other golf game to date.

Realistic terrain effects are produced, each hole being completely 'mapped' out in 3-d, from the fairways to the bunkers to the greens. There is the usual wind factor measured in strength and direction as well as 'weather' effects which alter the way the ball reacts with the grass, many types of trees to contend with, sand and water hazards (you can actually play a ball from the water) and of course a full set of clubs. Also, where other golf games cop-out in the scoring department by only scoring stroke-play, Ultimate will also score matchplay and allow singles, foursomes and greensomes. There is also a caddy option which suggests a golf club for each shot.

Ultimate Golf may be played by one to four people, with some or all of the places not taken being played by the computer if so desired. A detailed handicapping system, completely ig-

nored in any other computer golf game I have seen is provided whereby new players may give themselves realistic scoring handicaps depending on the strengths of their game. These characteristics are recorded on disk for future games. Wind, weather and ball effects as well as the caddy option may be individually switched off before a game, and four clubs must be removed from the set before a game.

Complex control of the way the ball is addressed before a shot is provided, giving the ability to not only hook or slice the ball but also to affect it in other ways such as with top- or back-spin and by opening or closing the face of the club. This may be effectively ignored if desired, leaving the default settings, but once the game is mastered these facilities would definitely come into play.

The look of the game is very classy, with colourful and artistic (as well as practical) screens and icons throughout which can be controlled by the keyboard, mouse or a joystick.

Nearly all of the screen is used for the main 3-d display of what can be seen from your current location, with a single row of menu options along the top such as club selection, swing alteration, information on the current hole and more. Selecting one of these items brings up a new window, all of which are removed automatically when you are about to take your swing. The Info option gives the usual data such as wind velocity, distance to the hole, strokes played, par for the hole, etc, as well as the general type of weather such as sunny, rainy or cloudy.

There is also a map option which gives an overhead view of the current hole. This may be zoomed-in upon, or you can elect to 'move' yourself temporarily to a new location, perhaps to get a look around a tree or obstacle. This option is useful, if a little cumbersome to use. A detailed score-card may also be viewed at any time.

The 3-d representational graphics are effective enough, but not outstanding. I also think some hillier courses might have been chosen to highlight the 3-d effects, but none of the holes I've played (there are two courses provided) are particularly rugged. The greens are also a disappointment--not so much the look of them as the way the putting is done. There is very little skill involved, and you get little impression of coutoured ground. There are more good aspects than bad, however, such as balls rolling back down a hill or skidding off a wet fairway. One last gripe is the minimum of sound effects in the game, which doesn't detract from the game terribly much but which would have been the icing on the cake.

Greg Norman's Ultimate Golf is an excellent golf game despite minor drawbacks. There is a wealth of detail to be explored (the fine manual will be of great help) and a depth which will take a lot of mastering, enough to make this one worth the money.

Tino Rossi

MegaZone Scorecard

GREG NORMAN'S ULTIMATE GOLF

GRAPHICS:	8
COLOUR:	7
ACTION:	3
SOUND:	5
DOCUMENTATION:	8
BRAINSTRAIN:	8
PLAY IT AGAIN, SAM?:	8
VALUE FOR MONEY:	8
OVERALL, OUT OF 100:	79

Reviewed on:	Amiga
Also for:	Atari ST
Software by:	Gremlin
Distributor:	Ozisoft
R.R.P:	

DYNAMITE DUX

Well, it's time for action as Achacha the Great, Ruler of the Achacha Dimension has nicked off with your girlfriend. Just to make matters worse he's turned you into a duck. It's time to fight back and enter the Achacha dimension and give Achacha's followers a hard time. If you suceed you get your girlfriend back and become human again, and that will put an end to all the Daffy jokes.

It seems that ducks in the Achacha dimensions have fighting powers which would put Chuck Norris to shame. You have the ability to do high kicks, to punch, and you also have a super punch to stop anything or anyone who gets in your way. There are also weapons to be found throughout the game, such as bombs, machine guns, missile launchers and a bazooka to give the game a real blast. You will also need energy to complete your mission, so you walk over any hot dogs, cakes and pies you find and eat them.

The first of your enemies are, of all things, dog heads with razor sharp teeth. These are followed by sausage deer, boxing crocs, sumo pigs and moose monsters that want to stamp you into the ground. It's pretty bizarre, but it's fun. At the end of each round there is a sub boss and a round boss, and these guys are tougher than the normal meanies. The first boss throws stones at you, the next shoots lightening bolts at you and another boss uses fire to destroy you. The one thing to keep in mind is that each section of the game is timed, so you can't hang around.

Dynamite Dux is an interesting variation on the beat em up type games. It is basically non stop action - just the thing if you're in the mood for some mindless fun.

Paul Metcalf

MegaZone Scorecard

DYNAMITE DUX

GRAPHICS:	8
COLOUR:	8
ACTION:	8
SOUND:	7
DOCUMENTATION:	7
MENTAL ANGUISH:	4
LASTING INTEREST:	7
VALUE FOR MONEY:	7
OVERALL OUT OF 100:	70

Reviewed on:	Sega Master System
Software by:	Sega
Distributor:	Ozisoft
R.R.P	**69.95**

SIR FRED

"What is this I hear, stranger? You know not Fred? Fred the invincible? Fred the merciless? Fred the arrogant? Hope Fred doesn't hear of this, for your own sake!"

Fred was the obnoxious fellow drawing attention to himself in the inn. Thank goodness for many he has met with a rather embarrassing misfortune. One evening after a particularly successful round of combat, he suddenly found himself nearly the size of a dwarf and ridiculed by his defeated foe. The indignity of it! This was the result of a spell, cast by a sorceress with a bad sense of humor. Grrr!

Thus sized, Fred finds himself embroiled in battle as he fights his way towards the castle to regain his dignity. Plenty of dwarves try to "stick the knife in" or do other unpleasant things to Fred. Some dwarves are armed with ball and chain, others use a sword while standing on other dwarves shoulders. A few magic users and karate experts also haunt the corridors. Needless to say, the grave yard is frequented by ghoulies and the dungeons by skeletons.

Fred defends himself by throwing innumerable daggers and slashing away with his sword. Along the base of the screen is a table with food and other items. A number of apples represent Fred's life. These apples slowly get eaten as he runs out of life force. Collected items such as keys and so forth also end up on the table.

FRED is an arcade style game from UBI SOFT distributed for the ATARI ST on a double sided disk. Graphics are very good with detailed scrolling backgrounds and well animated characters.

MegaZone Scorecard

FRED

GRAPHICS:	9
COLOUR:	8
ACTION:	8
SOUND:	8
DOCUMENTATION:	7
MENTAL ANGUISH:	7
LASTING INTEREST:	8
VALUE FOR MONEY:	9
OVERALL OUT OF 100:	80

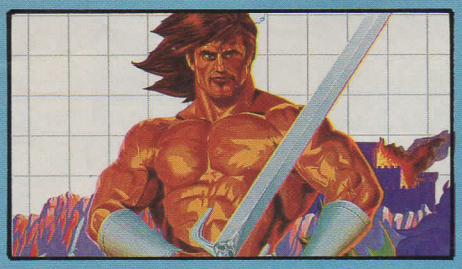
GOLDEN AXE

You are Tarik, sword-wielding hero and last hope of the people. Only you can slay the evil Titan Death Adder and restore the Golden Axe, and with it peace to the land of Yuriua. Sound familiar? Well. . . perhaps a bit. Sound fun? Lots!

There are five levels of play in GOLDEN AXE, Sega's latest offering. At the bottom of them all lurks the beastly Titan in a temple on Eagle Island. However, you have to face his minions, through five levels worth of hard fighting before you get to meet the master. Let me assure you, some of them are pretty mean!

It's when you fight these monsters that the twist which makes Golden Axe just that little bit different from all the other games of its ilk becomes apparent: you can't win against some of them without using magic. Luckily, one of the first things that happens to you is the granting of magical powers. You get a choice of three, courtesy of the Gods of Thunder, Fire, and Earth, who, not unusually for gods I suppose, are hanging out in an old temple.

Choose well – and then practise hard! You must keep your magic gauge as high as you can. Do this by attacking the little sack-carrying dwarves; the pots they carry will boost your magic points. The more points you have the more spells you can cast and the more



nearly invincible you'll be! Don't feel obliged to do everything the hard way, either. You can, for instance, hitch a lift on a dragon. So long as you can knock its original rider off first, of course.

Overall, Golden Axe is a very worthwhile game. It is both a good example of its (still very popular) type, and just different enough to offer challenge and interest to the weary gamer. Give that axe a swing!

MegaZone Scorecard

GOLDEN AXE

GRAPHICS:	9
COLOUR:	8
ACTION:	8
SOUND:	8
DOCUMENTATION:	7
MENTAL ANGUISH:	6
LASTING INTEREST:	7
VALUE FOR MONEY:	8
OVERALL OUT OF 100:	
Reviewed on:	Master System
RRP:	**$69.95**

KNIGHTS OF THE CRYSTALLION

KNIGHTS OF THE CRYSTALLION from U.S. Gold is one of the weirdest and most innovative games I've seen for the Amiga since MINDWALKER, all those years ago. In fact it's so strange that the ultimate aim of the game is not entirely clear.

The exact setting for the game is so strange that I won't go into any details, except to say that you are a member of a family of an alien trading culture on a fantastic world somewhere in space and time. Through a series of games and quests you must not only maintain your family's way of life but improve your stature in the community.

Essentially, Knights of the Crystallion is made up of a number of games. They can be learned and played in almost any order, but they must all be mastered in order to succeed in the overall picture.

One game is a sort of telepathic card game along the lines of Concentration. Another is a strategy game vaguely resembling Chinese Checkers, while a third is totally unique and defies description.

There is also a sort of arcade/graphic adventure section to the game called the Tsimit, which is made up of four Veils, each of which must be conquered in order to progress to the next. The Tsimit is an underground labyrinth filled with monsters and dotted with precious crystals.

To improve your psychic power and guide you through the Tsimit, the card game (called Deketa) must be played. In this way, each aspect of Knights is dependent on the others, which effectively ties them all together into a whole.

The trading part of the game is vital, and there are two main screens on which this can be played. Basically, each family produces three types of goods and sells them in an open market to other families and special trading caravans called Mudders.

A major feature of Knights is the use of the Amiga's much-touted HAM graphics mode, which allows the full palette of over 4,000 colours to be used on-screen simultaneously, with some restrictions. The effect on the game is excellent, especially in the Tsimit, where the subterranean scenes are breathtaking. HAM graphics are used during every aspect of the game. Though impressive, I think the surface of this technique has just been scratched.

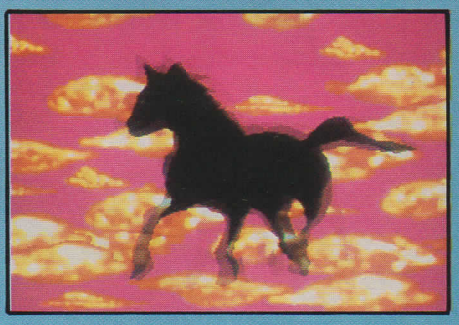
The quality and quantity of music and sound effects are exceptional throughout, with haunting background music which is very suitable to the game's mood. In fact an audio cassette of the game's music is supplied in the package, as well as a booklet of original verse from which riddles must be answered at certain times during the game.

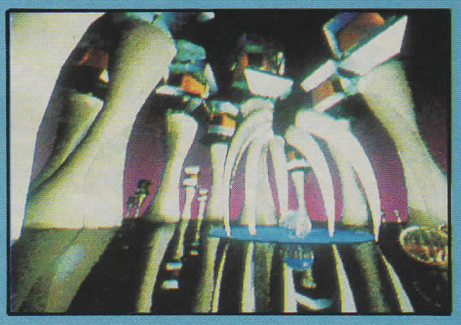
Knights of the Crystallion is a great-looking game with a fair bit of depth and challenge, and even after it is solved the individual games within it are worth playing on their own.

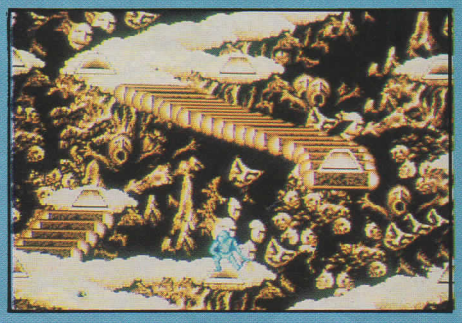
MegaZone Scorecard

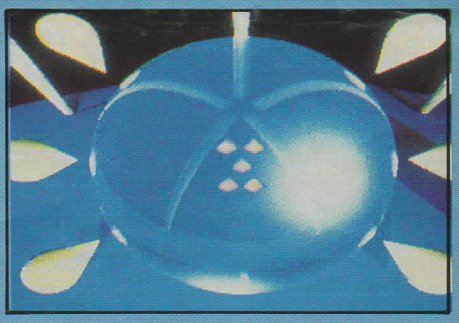
KNIGHTS OF THE CRYSTALLION

GRAPHICS:	9
COLOUR:	8
ACTION:	7
SOUND:	9
DOCUMENTATION:	7
MENTAL ANGUISH:	9
PLAY IT AGAIN, SAM?:	9
VALUE FOR MONEY:	9
OVERALL, OUT OF 100:	84
Reviewed on:	Amiga
Also for:	N/A
Software by:	U.S Gold
Distributor:	Ozisoft
R.R.P:	









FIRE KING

Those in the know will remember SSG as the mob who do those visually unimpressive wargames. In all fairness the strategic simulation value of SSG games are their selling point. I personally don't mind them all that much and was pleasantly surprised when I got my paws on this mind-liquifying little number.

Unless you've been sequestered under a moist lithic body (wet rock to youse. . .), most will remember feeding twenties into GAUNTLET; a highly addictive game, appealing in its hack-and-slash value if you appreciate that sort of thing. Before it is written off as another Gauntlet ripoff, please hear your humble narrator out.

Apart from the three disk sides, the game includes in the folder style packet a code-wheel, as the program is not copy-protected; a manual; and a map. The manual is fairly well detailed and has the odd touch of humour. No complaints there. Okay, after you have completed the backups, the fun begins!. There is a choice of six characters and two people can play at once. The selection screen is cute, what with each character smiling and sparkling as the cursor passes over them. If a character is not selected, the character's expression changes back to a "grump". Nice touch.

Attributes are strengthened by picking up artifacts such as belt, helm or wand. The entire game is played by joystick (Ultima players REJOICE!) with minimal keyboard input. The icons can be just a wee bit tricky to use, so be careful out there people. Like most games of this ilk, the view is taken from overhead with a slightly trian aspect. Sprites are well-defined, as are goblins, wraiths, demons. . .

The only gripe that I actually have is that items are stored in "pockets". Each pocket will hold nine items. There are nine pockets, and that doesn't amount to much carrying capacity. The magic system requires either scrolls or other artifacts and these have to be carried. The short form is this: if one wishes to inflict maximum damage on a particular scene, it is rendered bloody difficult due to the limit that can be carried. Oh well, maybe the sequel will have a "bag of holding" as an artifact. One lives in hope.

Being a somewhat "lazy" gamer, I applaud the inclusion of a cluebook for the first section. The manual also suggests that the codewheel be examined, as clues may also be gained. The final analysis: A fun game for all Dorkslayers and Conan the Actuarian types. Large screen area, colourful graphics and nutty creatures. I like it.

AND ITS AN AUSTRALIAN PRODUCT, YOU LITTLE BEAUTY!

MegaZone Scorecard

FIRE KING

GRAPHICS:	9
COLOUR:	8
ACTION:	8
SOUND:	8
DOCUMENTATION:	8
MENTAL ANGUISH:	8
PLAY IT AGAIN, SAM?:	8
VALUE FOR MONEY:	8
OVERALL, OUT OF 100:	73

Reviewed on:	Commodore 64
Also for:	C128, IBM
Software by:	Micro Forte
Distributor:	SSG
R.R.P.:	**$50 (IBM)**

LIFE AND DEATH

LIFE AND DEATH is a game that requires you to have a great amount of patience, but not to worry about the patients. There seem to be an infinite number of these. All of them ready to give their lives so that you may learn. That is the way the game works, to find out something you make a mistake. Mistakes lead to death. Life and Death then sends you to the classroom where you learn what you should have done. Of course you still have to work out for yourself which instruments to use (oops! Killed another one while searching for the clamps!), how to scrub (there's got to be some soap in here somewhere) and just where the hell do you make the incision anyway?

I still haven't worked that last one out. Maybe given a month of dedication. . . If I give the impression that Life and Death is hard, then feel free to consider yourselves misled. I simply found it frustrating and fun. I'm sure that if you are creative with your mistakes you can extract extremely large chunks of information, killing large numbers of people in the process. If surgery was this difficult in real life there would be no surgeons.

The graphics are average, there is little animation, but there is clear text. The first and main screen is a hallway with a reception desk on the left. The hallway has doors leading to a staffroom, an operating room, a classroom and four patient rooms. The end of the hallway is the exit, which is a little too close to the last room on the right. The receptionist has a clipboard to sign in on. The clipboard also shows your score, the number of patients treated, and the number killed. . . er. . . regrettably passed away. Now let's see, what's my score? 126/47. Wait on - 47? Surely that's not right! Oh, of course, it includes misdiagnoses. Next is the security using the reception phone, after which the receptionist directs you to patients, the classroom or the O.R. On the wall there is an intercom. Clicking on it brings up the game settings. I've not yet tried the nightmare setting - will you?

The classroom , the staffroom and the patients' rooms are easy to get around. They are all one screen each. O.R. is more complex. There are a lot of instruments to learn about, and a lot of moves to get right. A tip is to use the keyboard to cut straight.

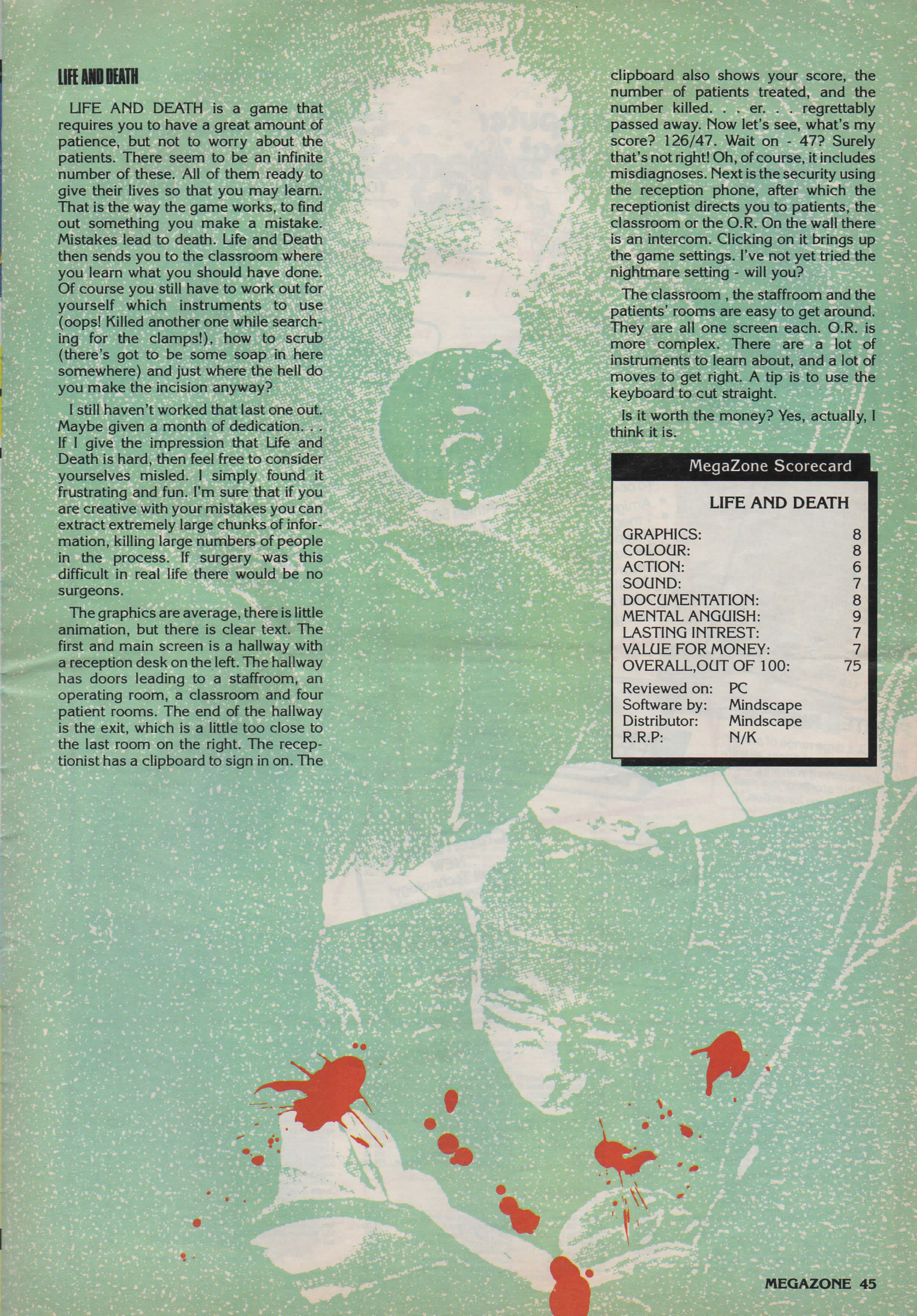
Is it worth the money? Yes, actually, I think it is.

MegaZone Scorecard

LIFE AND DEATH

GRAPHICS:	8
COLOUR:	8
ACTION:	6
SOUND:	7
DOCUMENTATION:	8
MENTAL ANGUISH:	9
LASTING INTREST:	7
VALUE FOR MONEY:	7
OVERALL,OUT OF 100:	75

Reviewed on:	PC
Software by:	Mindscape
Distributor:	Mindscape
R.R.P:	N/K



Computer Spot

MAIL ORDER

Unit 3, Metro Centre,
38-46 South Street, Rydalmere, NSW 2116

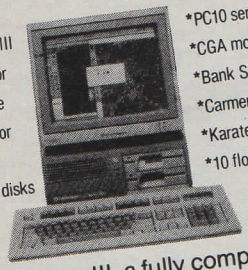
Phone (02) 638 2897

TOLL FREE (008) 252 130. FAX (02) 638 0793

PC Home & Student PACKS

Home
- *PC10 series III
- *CGA monitor
- *First Choice
- *Typing Tutor
- *Sim City
- *10 floppy disks

Student
- *PC10 series III
- *CGA monitor
- *Bank St Writer
- *Carmen
- *Karateka
- *10 floppy disks



PC 10 series III, a fully compatible XT computer with 640K ram CGA graphics

$1699 Twin Floppy

$2399 40 meg hard disk

Free Installation!

All Specials are limited quantity bargains

appreciate us now, avoid the RUSH!

"AMOS" the new gamewriters language NOW IN STOCK!

PC XT TURBO & PC AT 12MHZ

- *PC 10 series III + 40 meg hard disk/CGA monitor $1995
- *PC 10 series III + 40 meg hard disk/EGA monitor $2295
- *PC 30 series III + 40 meg hard disk/EGA monitor $2695
- *PC 30 series III + 40 meg hard disk/VGA monitor $2995

Commodore AMIGA

A500 DELUXE KIT
EXCLUSIVE in NSW TO COMPUTER SPOT

- Amiga 500
- 1 meg of ram
- Maxiplan Plus
- Deluxe Music
- Kindwords 2.0
- Info-File
- Fusion Paint
- Plus 2 games

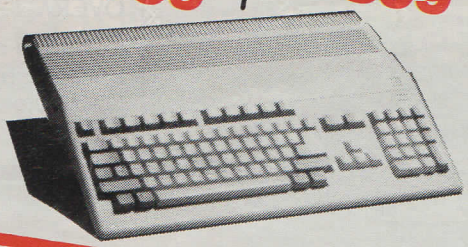
$1099

A500 STARTER KIT
LATEST VERSION

- Amiga 500
- TV modulator
- Kindwords 2.0
- Fusion Paint
- Interceptor
- Indiana Jones
- Kick Off

Quality games!

$899



PC COLT

IBM PC compatible 640K twin floppy

$799

AMIGA A590

A590 20 meg Harddisk with 2 meg ram option

the professional addition to the growing Amiga 500 system...

$869

Printers

*Epson LQ400 budget 24 pin	$599
*Epson LQ550 push/pull 24 pin	$749
*Epson LQ860 qual. 24 pin col.	$1349
*Epson LQ1050 15" 24 pin	$1449
*Epson LQ2500 as above + col.	$1995
*Epson LX400 budget 9 pin	$399
*Epson LX850 push/pull 9 pin	$499
*Epson EX800 fast bus. 9 pin	$995
*Epson FX1050 fast 15" 9 pin	$1195
*Epson GQ5000 laser printer	CALL
*Citizen 5200 9 pin for C64 only	$379
*Citizen GSX140 sup. 24 pin col.	$799
*Citizen 200 GSX 9 pin colour	$499
*Citizen 200 GSX 9 pin serial/parallel	$299
*Super 5 EP1500 best buy 9 pin	$379
*MPS 1230 9 pin serial/parallel	$399
*MPS 1280 15" budget 9 pin	$1795
*CBM LP806 budget laser print.	

PRINTER RIBBONS

We stock a large range of printer ribbons at the best prices all with full replacement warranty. Call any of our stores or our mail order service for details.

STATIONERY

*900 sheets A4 quality tractor paper	$39.95
*500 sheets A4 quality tractor paper	$19.95
*2000 sheets A4 quality tractor paper	$69.95
*3.5" diskette labels pack 100	$19.95
*VHS video labels pack 100	$29.95
*Mailing labels pack 100	$19.95
*5.25" floppy disks DSDD no frills	$7.95
*5.25" floppy disks DSDD special	$9.95
*5.25" floppy disks DSHD Memorex	$14.95
*5.25" compact disks DSDD no frills	$29.95
*3.5" compact disks DSDD Memorex	$17.95
*3.5" compact disks DSHD Memorex	$24.95
*3.5" disk storage box 100	$49.95
*5.25" disk storage box 100	$19.95
*3.5" disk storage box 100	$19.95

Amiga 500 Ram Expansion

- 512K $189
- 1 meg $399
- 2 meg $549

Trade in your old 512K Ram. Call for details.

Citizen 200GX NEW

Latest Technology! 1990 breakthrough!

the fastest feature packed 9 pin colour printer on the market! This is the BEST Suits IBM, Amiga, Atari...

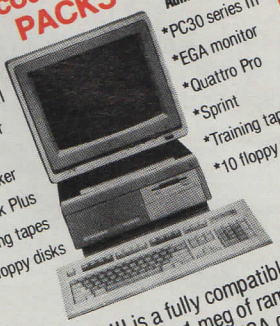
$499

2 YEARS WARRANTY

PC Accounts & Admin PACKS

Accounts
- *PC30 series III
- *EGA monitor
- *Sybiz Bookworker
- *Sidekick Plus
- *Training tapes
- *10 floppy disks

Administration
- *PC30 series III
- *EGA monitor
- *Quattro Pro
- *Sprint
- *Training tapes
- *10 floppy disks



PC30 series III is a fully compatible 80286 AT computer with 1 meg of ram plus a 40 meg SCSI hard disk. EGA graphics.

$2,995

Free Installation!

AMIGA HARDWARE

40 meg SCSI h/d Quantum	Voice-call, auto-park 11-18ms	749.00
80 meg SCSI h/d Quantum	Voice-coil, auto-park 11-18ms	1299.00
105 meg h/d Quantum	Voice-coil, auto-park 11-18ms	1495.00
8 Up Mem. Board 2 meg ram	A2000 ram exp board	899.00
A1000 Printer Cable	Special cable	39.95
A2000 2nd Drive	Suits Amiga 2000	199.00
A2000 68030 28 mhz/40 mb Quantum	Power computing add on	2495.00
A590 Excluding Disk Drive	SCSI controller + 2 ram options	599.00
Amax Emulator & Chip	Amiga Macintosh emulator	595.00
Amiga 2000 h/d Cont 2090	ST506 & SCSI controller	495.00
Amiga 500 Computer	A500 cpu & mouse only	799.00
Amiga 500 RF Modulator	Connect Amiga to TV or video	59.95
Camera Hitachi HV720 + lens	Suits Amiga digiview	599.00
Camera WV1410 + lens	For digiview Amiga	599.00
Comidi Amiga	Quality Amiga midi	169.00
Comidi Mini	Budget midi interface	79.95
Computer Amiga 2000	A2000 cpu only	CALL
Computer Amiga 2000HD (40MBHD)	40 meg dive factory fitted!	CALL
Flicker Fixer	Requires multisync monitor	799.00
Future Sound A500	High quality sound digitizer	229.95
Genlock Rendale A8802	Quality genlock, suits all Amiga	595.00
Genlocker Magni 4005	Professional broadcast quality	3260.00
Impact A2000 SCSI 2M ram Bare	Hard disk controller	699.00
Master Sound	Quality sound sampler & software	89.95
Modem Avtek Mega 1234	Quality 2400 baud modem	399.00
Monitor CBM 1084S	Stereo, suits Amiga, Atari, C64 etc	499.00
Mouse Amiga Bus	The best Amiga mouse!!	59.95
Mouse Naksha	High quality suit Amiga, PC	129.00
PC Emulator Bridge Board XT	Inc. 5.25" drive and 3.2 dos	799.00
PC Emulator Bridge Board AT	Inc. 5.25" 1.2 meg drive	1395.00
Philips Monitor (CM8833)	Stereo, 2 yrs warranty!	499.00
Philips Monitor (CM8802)	Budget lo-res rgb monitor	399.00
Printerface	2nd parallel port for Amiga!	149.00
RF302C Amiga Disk Drive	Slim external drive on/off switch	199.00
RF542C 5.25 Amiga D/Drive	Use all those old C64 disks!	249.00
Trump Card A2000	Quality SCSI controller	369.00
Trump Card A500	Autoboot SCSI controller	495.00
Vidi Amiga	Excellent b/w frame grabber pal	359.00
Vo Rec One	Voice recognition hardware & software	229.00

PERIPHERALS

Joystick Bathandle	Heavy duty, super high quality	59.95
Joystick Slik Stik	Quality budget joystick	14.90
Joystick Tac 2	Quality product 2 yr warranty	49.95
Joystick Tac 30	Quality budget joystick C64/Amiga	29.95
Joystick Zoomer	Steering wheel joystick!	69.95
Mega Modem 1234	Quality 2400 bps auto modem	399.00
Mouse 1352 PC S3	9 pin d type, suit Amiga and PC	69.95
Mouse BMC Cordless	Suits Amiga and PC	144.95
Star Cursor Joystick	Auzzie made 3 yr warranty!	59.95
TV Tuner Philips AV7300	Turn your monitor into a TV	179.95
Utility Station	Printer/monitor stand	29.95

PC HARDWARE

3.5 1.44 meg Floppy Drive	Internal PV drive	199.95
40 meg h/d XT ST250R Kit	For all PCs upgrade now!	579.00
5.25 Floppy Drive 1.2 mb	Internal PC drive	249.00
5.25 Floppy Drive 360K	PC 360K drive	199.95
CBM EGA Mon. + EGA Card	16 colour hi-res on your PC	699.00
Hard Disk 40 mb Quantum AT	Quality IBM AT type drive	799.00
Joystick Analog Plus IBM	Quality joystick	59.95
Joystick Analog Extra	Superb PC joystick	69.95
Joystick Analog Edge	IBM joystick	49.95
Joystick Quickshot 113 Pack	IBM joystick and card	69.95
Mouse GMF301 PC	Quality mouse and software pack	129.95
Sound Blaster Card	Magnificent PC sound add-on!	399.00
Turtle Card	Joystick port for PC	44.95
VGA Monitor + VGA Card	256 colours on your PC	899.00
Vidi PC	IBM PC frame grabber/digitizer	499.00

Prices subject to change without notification.

AMIGA SOFTWARE

ART

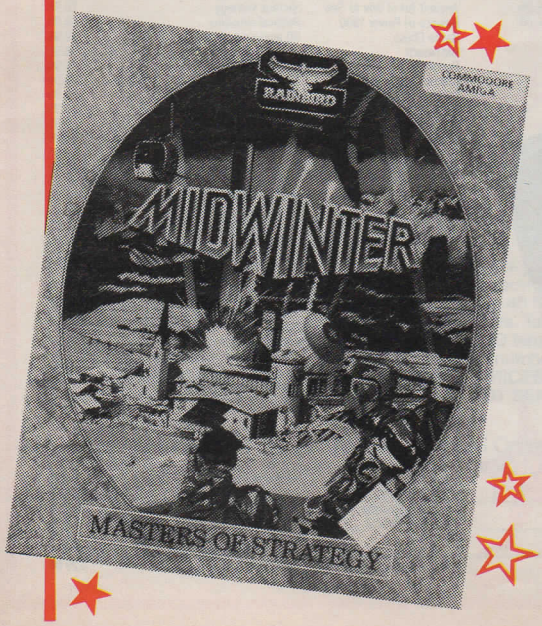
Deluxe Paint 2	Top art package	99.95
Deluxe Paint 3	The best art/animation package	179.95
Deluxe Photo Lab	Ham image processing	199.00
Deluxe Print 2	Posters and banners, supports colours	189.95
Deluxe Video 3	Design animated scripts with sounds	189.95
Digi Paint 3	A high quality graphics editor	144.95
Digiview Gold 4	Voted best digitizer, new dynamic res.	299.00
Fantavision	Animation package	89.95
Introcad Plus	Quality 2D CAD package	224.95
Modeler 3D	Construct 3D models	89.95
Pixmate	Professional graphic editor	89.95
Professional Draw	Structured graphics designer	249.95
Sculpt 3D	3D rendering pack	199.00
Sculpt Animate 4D	Ultimate 3D render/animator	799.00
TV Text Pro	Improved titler with fonts	269.95

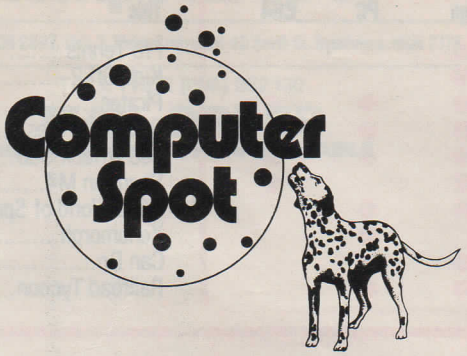
ARCADE ACTION

Ant Heads	It' desert part II	39.95
Batman Movie	For those Batman fans	59.95
Battle Squadron	Hottest scrolling shoot 'em up!	59.95
Black Tiger	Arcade hit game	49.95
Cabal	3D combat war game	59.95
Chase HQ	3D police car chase, get the bad guys	49.95
Clown O Mania	Quality 3D puzzle game	49.95
Crack Down	Street action	59.95
Creature	Light phaser space horror game	49.95
Datastorm	Classic shoot 'em up!	49.95
Double Dragon 2	New version suits new agnus	54.95
Dr Dooms Revenge	Comic book heroes arcade	59.95
Dragon Ninja	Latest martial arts game	69.95
Dragons Lair	The arcade comes home	89.95
Dragons Lair 2	3D cartoon action	59.95
Driving Force	3D action multi vehicle racing game	64.95
Dynamite Dux	Hilarious arcade fun	69.95
Ghosts & Goblins	Classic arcade hit	49.95
Ghouls & Ghosts	Arcade hit game	59.95
Hammer Fist	Arcade action fighting	59.95
Hot Rod	Racing car action	59.95
Impossamole	Monty on the run!	59.95
Indiana Jones Last Crusade	Guide Indy thru all the perils	59.95
Indiana Jones Temple Doom	Most dangerous adventure yet!!!!	69.95
Jumping Jackson	Musical arcade fun	49.95
Klax	Crazy new game	49.95
Ninja Spirit	Action fighting	59.95
Ninja Warriors	Superb quality arcade hit	54.95
Operation Thunderbolt	War action	49.95
Persian Gulf Inferno	Strategy shoot out!	69.95
Pinball Magic	Excellent pinball game	39.95
Pipe Mania	Crazy hot new game hit!	59.95
Rainbow Islands	Arcade platform hit	59.95
Scramble Spirits	Hot new release	49.95
Shadow of Beast	Hot arcade classic	59.95
Shinobi	Latest samurai game	54.95
Snoopy	Great kids game	54.95
Sonic Boom	Scrolling shoot 'em up!	59.95
Space Ace	Cartoon quality	89.95
Stunt Car Racer	Quality 3D racing	49.95
Super Cars	Great strategy car racing	54.95
Teenage Mutant Ninja Turtles	Hit cartoon conversion	69.95
Tower of Babel	New release not reviewed	59.95
Turbo Outrun	Arcade car racing	59.95
Typhoon Thompson	Graphic arcade fun	59.95
Wind Walker	Superb kung fu game	44.95
Wonder Boy in Monster Land	Arcade smash hit	49.95
X Out	Hot new shoot 'em up!	59.95
Xenon 2	Fast coin-op	64.95
Zombi	Horror fun	59.95

ADVENTURE

Aquanaut	Underwater graphic adventure	59.95
Battletech	Role playing adventure	59.95
Budokan	Superb new martial arts game	49.95
Castle Master	3D dungeon adventure	59.95
Champions of Krynn	New D&D role playing hit	59.95
Colorado	Wild west adventure	69.95
Crossbow Legend of Tell	Adventure 3D classic	54.95
Dragons Breath	Serious D&D travels	79.95
Dragons of Flame	Latest D&D series	54.95
Drakkhen	Deep dungeon dwellers	59.95
Faery Tale	Animated fantasy	49.95





Future Wars	Graphic adventure quest	59.95
Hero's Quest	Sierra adventure	59.95
Hound of Shadow	Old English detective adventure	49.95
Infestation	3D sci-fi adventure	59.95
It Came From Desert	Latest Cinemaware release	59.95
Ivanhoe	Historical adventure	59.95
Jetsons	Great graphic adventure game	49.95
Kings Quest 4	Sierra epic adventure	104.95
Kings Quest Pack of 3	Best adventure collection	79.95
Leisure Suit Larry 2	Looking for love	49.95
Leisure Suit Larry 3	Great adult 3D adventure	59.95
Leviathon	Horror action adventure	54.95
Manhunter San Francisco	Sierra sci-fi adventure	59.95
Onslaught	In the days of the warrior	59.95
Pirates	Fantastic adventure	59.95
Police Quest 2	Sierra police adventure	104.95
Romance of 3 Kingdoms	Epic sized adventure	109.95
Sir Fred	Role playing fun	59.95
Space Quest 3	Outer space sierra	59.95

BUSINESS

Advantage	Quality high-speed spreadsheet	299.00
B.E.S.T. Accounting	Full accounting system	499.00
Day by Day	Home cash flow organizer	69.95
DG Calc	Quality spreadsheet	99.95
E Clips	Structured clip-art for pro page	159.95
Easy Ledgers	Accounts payable, receivable & inv.	595.00
Electronic Debtors	Quality business package	254.95
Excellence	Professional word processor	299.00
Mailshot Plus	Mailing list controller	69.95
Maxiplan Plus	Fully featured spreadsheet	199.95
Page Stream	Quality desktop publishing	269.00
Page Stream Fonts	Additional fonts 13 sets	59.95
Professional Page	Quality dtp package	399.00
Prowrite 3.0	Wordpro with colour and graphics	229.95
S.B.A. Cash	Small bus cash book	164.95
Scribble Platinum	Quality wordprocessor	99.95
Superbase Personal	Excellent database	69.95
Superbase Personal 2	Easy to use database	194.95
Superbase Professional	Fully programmable version	329.00
System 3	Full business management	129.95
Top Form	Quality forms designer	134.95
Word Perfect	The ultimate word processor	499.00
Works Platinum	3 in 1 business pack	229.95

EDUCATIONAL

Bible Reader	Complete bible text	114.95
Discovery Maths	Educational fun	69.95
Discovery Spelling	Educational fun	44.95
First Shapes	Early learning	49.95
Fraction Action	Educational 5th grade and up	69.95
Funschool Series	Six games full of learning	49.95
Gold of Americas	Historical simulator	44.95
Intellitype	Quality typing tutor	49.95
Kid Talk	Quality educational software	49.95
Kids Collection	Educational fun	59.95
Kinderama	Educational preschool age	69.95
Logo	Education in programming	74.95
Match It	Match shapes and colours	24.95
Math A Magician	Maths educational	49.95
Math Talk	Quality educational	44.95
Math Talk Fractions	More on maths	49.95
Math Wizard	Maths fun	69.95
Mavis Beacon Teaches Typing	#1 typing tutor	69.95
Puzzle Story Book	Kiddies fun early learning	59.95
Read & Rhyme	Educational 5 to 10 yr olds	69.95
Rhyming Notebook	Children's fun	59.95
Sim City	Design and maintain model city	89.95
Spellbound	Quality spelling	59.95
Speller Bee	Quality spelling	44.95
Treasure Trap	Educational game	59.95
Where in Europe is Carmen	Educational adventure	84.95
Where in USA is Carmen	Geography educational	84.95
Where in World is Carmen	Geography educational	84.95

HOME

Home Accounts	Balance all your bills	89.95
Kind Words 2.0	Quality wordpro/supports graphics	99.95
Personal Accounts Plus	Watch where the dollars go!	69.95
Publishers Choice	Beginners dtp package	199.95
Textcraft	Budget word processing	29.95
Your Family Tree	Genealogy database	94.95

MUSIC

Deluxe Music Cons. Set	Composition editor	179.95
Dr T Copyist Professional	Midi software	459.00
Dr T Keyboard Control Seq.	For music production people	399.00
Music X	Quality midi and editing tool	299.95
Sonix	Music editor	99.95
Bars & Pipes	Quality midi editing	399.00

SPORT

Grand International	Horse racing game	49.95
Greg Norman Shark Attack	Ultimate golf game	59.95
Jack Nicklaus Courses	Extension data disk	34.95
Jack Nicklaus Golf	Partner 18 holes with Jack	59.95
Kick Off 2	Best soccer game	59.95
Pro Tennis	Best tennis game seen	49.95
Tennis Cup	Split screen tennis in 3D	39.95
TV Sports Football	Football maniacs	69.95
Wide World Sports	18 fantastic sports events	49.95
World Class Leader Board	#1 golf game	19.95
Player Manager	Soccer manager game	49.95
Cyberball	Future sports game with robots	49.95
Grand National	Horse racing and jumping	49.95
Magic Johnson Basketball	Quality game	79.95
TV Sports Basketball	Quality sports game	69.95

SIMULATORS

Balance of Power 2	World politics simulator	59.95
Distant Suns	Professional astronomy package	89.95
F16 Combat Pilot	The fighting simulator	54.95
F16 Falcon	Brilliant combat sim. 16 missions	59.95
F16 Falcon Mission Disk	More missions for F16	49.95
F29 Retaliator	Superb combat simulator	59.95
FA18 Interceptor	Excellent combat simulator	49.95
Ferrari Formula 1	Car racing simulator	49.95
Flight Sim. Scenery Disk	Japan, Europe, USA	49.95
Flight Simulator 2	Professional simulation	79.95
Horse Racing	3D animated racing fun	69.95
Hunt for Red October	Submarine simulator	49.95
North & South	Quality action/simulator	59.95
RVF Honda	Motorbike racing	49.95
Their Finest Hour	WW2 dog fighting simulator	59.95

STRATEGY

688 Attack Sub	Amazing sub battle simulator	49.95
Austerlitz	Quality historic military wars	69.95
Battle Chess	3D animated chess	39.95
Bloodwych	One or two player role-playing	59.95
Bloodwych Data Disk	Expand your dungeons	39.95
Chessmaster 2000	Best quality 3D chess ever	54.95
Dragon Force	Combat team sci-fi	69.95
Dungeon Master	D&D for Amiga (1 meg needed)	69.95
Fighter Bomber	Voted best game! Combat simulator	49.95
Hillsfar	D&D strategy	49.95
Hoyles Book of Games	Card game collection	59.95
Interphase	3D computer infiltration	69.95
Iron Lord	Multi-part old England strategy	59.95
Laser Squad	Combat team simulator	64.95
Lord of Rising Sun	Quality Cinemaware	69.95
Midwinter	3D strategy game epic!	79.95
Omega	Design and test your own tank	59.95
Populous	Control the masses	49.95
Red Lightning	1990s war strategy	64.95
Seahaven Towers	Card game collection	49.95
Sherman M4	Fantastic 3D tank game!	54.95
Solitaire Royale	Compilation card games	49.95
Star Command	Deep space adventure	54.95
Starflight	Space strategy	49.95
Trump Castle	Gambling compilation	49.95
Ultima 4	Heavy D&D strategy	79.95
War Head	3D space strategy	59.95
Xenomorph	3D space strategy	59.95

UTILITIES

AC Basic	Quality basic compiler	379.00
Amos	New programming language	129.95
Arexx	Programming interface language	89.95
Audio Engineer	Quality sound editor	214.95
B.A.D.	Floppy disk optimizer	84.95
Can Do	Create stand alone software via icons	229.95
Cross Dos	Read write msdos files	54.95
Cygnes Ed Professional	Programmers editor	149.95
Devpac	Programmers assembly language	179.95
Digimate 3	H.A.M. animation toolkit	44.95
Disk Master	High quality file utility	79.95
Dos 2 Dos	Convert IBM/Amiga files	79.95
GPTerm	Comm's with Viatel	89.95
KDV	Great new virus control package	24.95
Lattice C Development V5	C compiler	449.00
Mac to Dos	File transfer package	199.95
Mega Dos	Amiga dos tutorial	19.95
Megadisk	Vol 2 thru to 17 available	19.95
Modular 2	Programming language	259.95
Perfect Sound A500/2000	New version!	229.95
Quarterback	Hard drive back up tool	89.95
Superback	Hard disk backup	129.95

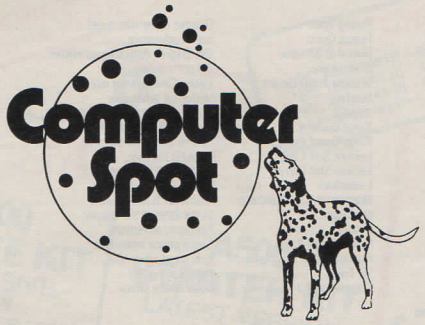
Prices subject to change without notification.

TOP 20 COMPUTER HITS!

Title	Amiga	PC	C64
Midwinter	●		
F-29 Retaliator	●		
Fighter Bomber	●	●	●
Castle Master	●	●	●
Champions of Krynn	●	●	●
Impossimole	●		●
Their Finest Hour	●	●	
Indianapolis 500		●	
Leisure Suit Larry 3	●	●	
Teenage Ninja Mutant Turtles	●	●	

Title	Amiga	PC	C64
Pro Tennis	●	●	●
Kick Off 2	●		
Pirates	●	●	●
Bars and Pipes	●		
688 Attack Sub	●	●	
Sherman M4	●	●	●
Wide World of Sports Pack	●	●	●
Xenomorph	●	●	●
Can Do	●		
Railroad Tycoon		●	

IBM SOFTWARE



ART & GRAPHICS

Autodesk Animator	Professional graphics/animator	459.00
Bannermania	Signs, banners, etc	69.95
Deluxe Paint 2 Enhanced	Quality graphics designer needs mouse	229.95
Fantavision	Graphics and animation	99.95
Looney Tunes Print Kit	Graphics and printing	34.95
Print Shop	Print cards, banners, signs	99.95
Print Shop Library	Additional graphics	54.95
Splash	VGA graphics editor	199.95

ARCADE

Death Track	3D racing action	69.95
Double Dragon 2	Arcade action	59.95
Dragons Lair	Arcade smash hit	109.95
Ghosts & Goblins	Classic arcade fun	59.95
Pipe Mania	Crazy new smash hit!	59.95
Shufflepuck Cafe	Air hockey game	59.95
Sky Chase	Fast 3D flight combat	59.95
Street Rod	Great hot rod racing fun	54.95
Stunt Car Racer	Superb 3D car racing	69.95
Teenage Mutant Ninja Turtles	The craze continues	69.95

ADVENTURE

Bad Blood	Role playing adventure	59.95
Castle Master	3D dungeon adventure	69.95
Champions of Krynn	Latest role playing D&D	54.95
Codename Iceman	Superb action adventure game	69.95
Colonel's Bequest	Epic adventure game	69.95
Colorado	Wild west adventure	69.95
Crime Wave	Vga adventure game	99.95
David Wolf Secret Agent	Graphic adventure game	79.95
Die Hard	Movie action adventure	59.95
Dragon Wars	Dungeon and dragons	59.95
Dragons of Flame	Role playing epic	64.95
Drakkhen	Dragons and knights	79.95
Escape from Hell	Horror adventure	54.95
Faery Tale	3D adventure	49.95
Hero's Quest	New sierra adventure	69.95
Hillsfar	Tune your D&D players	69.95
Keys to Maramon	Role playing adventure	69.95
Kings Quest 4	Epic sierra adventure	69.95
Kings Quest Triple Pack	1, 2, 3 of the series	79.95
Legacy of Ancients	D&D adventure	64.95
Leisure Suit Larry 3	A fine addition	59.95
Magic Candle Vol 1	Role playing adventure	69.95
Mines of Titan	3D sci-fi adventure	69.95
Nightmare on Elm Street	New horror adventure	59.95
Pirates	Excellent role playing adventure	49.95
Police Quest 2	Sierra adventure	59.95
Romance of 3 Kingdoms	Epic sized role playing	109.95
Sleeping Gods Lie	3D role playing quest	79.95
Space Quest 3	Sierra adventure	54.95
Star Trek 5	Movie adventure	69.95
Sword of Aragon	Dungeon quests never end	54.95
Sword of Samurai	Kung fu action	89.95
Ultima 6	The deepest you can go!	84.95
Ultima Trilogy	1, 2, 3 in the series	79.95

BUSINESS

1st Choice	Quality 3 in 1 business package	199.00
Attache 4	Accounting package	859.00
B.E.S.T. Accounting	Accounting	539.00
Beyond Word Writer	Prof. word processor	229.95
Data Manager	Simple quality database	59.95
DBase 4	Superior database	595.00
Home Accounts	Bookkeeping package	99.95
Home Office Publisher	Desktop publishing	119.95
Lotus 123	Powerful spreadsheet	995.00
Microsoft Word	Quality word processor	659.00
Mini Office Professional	Quality 4 in 1 business package	144.95
Multimate Advantage 2	Professional business	899.00
On Balance	Cash book	89.95
Open Access 2 Plus	Professional business	1129.00
Publish It	Quality desktop publishing	299.95
Publish It Lite	Budget dtp package	99.95
Swiftcalc	Quality spreadsheet	69.95
System 3	Complete small business package	129.95
Ventura Publisher V2.0	Top class dtp package	1599.00
Word Perfect 5.1	Professional word processor	799.00
Word Writer	Quality word processor	79.95
Wordstar Professional	Word processing	659.00

EDUCATIONAL

Alge Blaster	Algebra skills	69.95
Fool's Errand	Witty puzzles and fun games	84.95
Funschool Series	Educational	49.95
Joshuas Reading Machine	Reading tutor	59.95
Kid's Collection	Educational fun	59.95
Math & Me	Early learning maths	49.95
Math Blaster Plus	Quality maths fun	69.95
Mavis Beacon Teaches Typing	Typing tutor	94.95
Once Upon A Time 2	Education	59.95
Playroom	Early learning skills	79.95
Puzzle Story Book	Educational	59.95
Rhyming Notebook	Word skills	59.95
Sim City	Design and control a city	89.95
Spell It	Early learning skills	69.95
Studymate	Educational exams skills	84.95
Type	Typing tutor	59.95
Where in Europe is Carmen	Geography game	84.95
Where in Time is Carmen	Teaches history and geography	84.95
Where in USA is Carmen	Geography game	79.95
Where in World is Carmen	Geography game	84.95

SPORTS

Greg Norman Shark Attack	Golf simulator	59.95
Jack Nicklaus Golf	Golf simulator	54.95
Pro Tennis	Best tennis game seen!	49.95
Soccer Microprose	Sports action	59.95
TV Sports Football	3D football simulator	54.95
W.C. Leaderboard Real Sound	Best golf game	59.95
Wide World Sports	18 great sports games	49.95
World Cup Soccer	Soccer game	59.95

SIMULATIONS

688 Attack Sub	Submarine simulation	54.95
Chuck Yeager's Flight Sim. 2	Flight simulator	69.95
F15 Strike Eagle 2	Combat simulator	69.95
F16 Combat Pilot	Combat simulator	59.95
F16 Falcon	Fighter plane simulator	69.95
F19 Stealth Fighter	Complex fighter simulator	109.95
Falcon AT	Quality fighter simulator	69.95
Fighter Bomber	Voted #1 combat simulator	69.95
Harley Davidson	Motorbike simulator	59.95
Heat Wave Off Shore Boating	Boat racing	59.95
Horse Racing	Betting game	69.95
Hunt for Red October	Submarine simulator	49.95
Indianapolis 500	Best car racing we've ever seen!	64.95
LHX Attack Chopper	Helicopter combat	79.95
Sherman M4	3D tank simulator	49.95
Thud Ridge	Air combat	54.95
Vette	Street racing simulator	69.95
Wolfpack	Submarine war games	94.95

STRATEGY

A10 Tank Killer	Tank busters	69.95
Abrams Battle Tank	War strategy	64.95
Ancient Art of War	Historic strategy	79.95
Ancient Art of War at Sea	Historic strategy	79.95
Balance of Power 1990	Political simulator	69.95
Battle Chess	3D animated chess	39.95
Battletech	Sci-fi strategy	69.95
Budokan	Strategy action	64.95
Chessmaster 2100	3D animated chess	69.95
Curse of Azure Bonds	Role playing adventure	69.95
Gold of Americas	Historical adv	39.95
Harpoon	Warships simulator	79.95
Hoyles Book of Games	Card game compilation	54.95
Living Jigsaws	Jigsaw escapist kit	69.95
M1 Tank Platoon	War simulator	89.95
Mech Warrior	3D battle tech game	69.95
North & South	Quality war game fun	59.95
Omega	Design your own robot tank	54.95
Pool of Radiance	Role playing epic	64.95
Populous	Play god over the world!	54.95
Railroad Tycoon	Business role playing epic	89.95
Solitaire Royale	Card games	69.95
Space Rogue	Space trading adventure	69.95
Star Fleet 2	Space strategy game	89.95
Starflight 2	Space strategy epic	69.95
Their Finest Hour	Brilliant 3D air combat game	69.95
Tournament Bridge	Bridge game	89.95
Trump Castle	Collection of solitaire games	69.95
Waterloo	3D historical war simulator	79.95
Xenomorph	3D space strategy	69.95

UTILITIES

Dos RX	Hard disk utilities	64.95
MS Windows V3.0	Great PC tool	259.00
Norton Commander 3.0	Quality PC tools	249.00
Supercom	Quality comms package	119.95
Swimwear	Pinup girls calendar maker	19.95
Turbo Pascal	Programming language	174.95
XTree Pro Gold	Quality PC tool	229.95

Prices subject to change without notification.

Computer Spot

Phone: (02) 638 2897. Unit 3, Metro Centre, 38-46 South St, Rydalmere, NSW 2116

TOLL FREE (008) 252 130

MAIL ORDER

AGC CREDIT LINE NOW AVAILABLE

C64/128 SOFTWARE

ART & GRAPHICS

Artist 64	89.95
Print Shop	74.95
Print Shop Graphics Library	39.95
Looney Tunes Print Kit	29.95

ARCADE ACTION

Black Tiger	39.95
Cabal	39.95
Chase HQ	39.95
Crack Down	39.95
Double Dragon 2	39.95
Dragon Ninja	39.95
Dragons Lair 2	34.95
Dynamite Dux	39.95
Fallen Angels	49.95
Ghouls & Ghosts	39.95
Hammer Fist	39.95
Hot Rod	39.95
Impossamole	49.95
Indiana Jones Last Crusade	39.95
Ninja Spirit	39.95
Ninja Warriors	39.95
Operation Thunderbolt	39.95
Persion Gulf Inferno	39.95
Pipe Mania	39.95
Rainbow Islands	39.95
Sonic Boom	39.95
Star Wars Trilogy	39.95
Street Rod	44.95
Stunt Car Racer	39.95
Tusker	39.95
Wind Walker	59.95
Wonder Boy in Monster Land	39.95
X Out	39.95

ADVENTURE

Bards Tale 3	39.95
Castle Master	39.95
Champions of Krynn	54.95
Curse of Babylon	44.95
Die Hard	39.95
Eye of Horus	39.95
Faery Tale	64.95
Magic Candle Vol. 1	49.95
Mean Streets	39.95
Nightmare on Elm Street	59.95
Pirates	49.95
Samurai Warrior	39.95
Space Rogue	69.95

BUSINESS

Data Manager 2	39.95
Fleet System 2+	69.95
Fontmaster 2	74.95
Geos 2	69.95
Kwik Write	24.95
Mini Office 2	44.95
Paperclip 3	89.95
Paperclip Publisher	54.95
Superbase	54.95
Superscript	59.95
Swiftcalc	39.95
Action Replay Mk 6	149.95

EDUCATIONAL

Alge Blaster	69.95
Big Birds Delivery	24.95
Charlie Browns ABC	24.95
Funschool Series	29.95
Letter Go Round	29.95
Math Blaster	69.95
Mavis Beacon Teaches Typing	49.95
Sim City	54.95
SS Print Kit	29.95
Type	39.95
Where in Europe Carmen	64.95
Where in USA	69.95
Where in World Carmen	69.95
Writing Adventure	49.95
Print Power	29.95
Your Family Tree 2	99.95

SPORTS

Aussie Rules Football	39.95
Jack Nicklaus Courses	24.95
Jack Nicklaus Golf	39.95
Kick Off	39.95
Soccer Microprose	49.95
TV Sports Football	49.95
Wide World Sports	39.95
World Cup Soccer	39.95
World Tour Golf	34.95
Pro Tennis	49.95

SIMULATORS

Chuck Yeagers Flight Simulator	34.95
F14 Tomcat	44.95
F16 Combat Pilot	49.95
F18 Hornet	44.95
Ferrari Formula 1	39.95
Fighter Bomber	44.95
Flight Simulator 2	79.95
Hunt for Red October	39.95
Project Stealth Fighter	49.95
Red Storm Rising	49.95

STRATEGY

Battle Chess	39.95
Battletech	44.95
Chessmaster 2100	49.95
Curse of Azure Bonds	34.95
Demons Winter	44.95
Dragon Wars	39.95
Hillsfar	54.95
Iron Lord	39.95
Knights of Legend	59.95
Mindstretchers	59.95
Omega	59.95
Pool of Radiance	39.95
Trump Castle	59.95
Ultima 5	69.95
Ultima Trilogy	69.95

C64 HARDWARE

1541 Disk Drive	299.00
Action Replay Mk 6	149.95
C64 RF Cable	9.95
Citizen 5200 Printer	379.00
Datasette	49.95
Modem 64/128 Netcomm	99.95
Mouse M3	69.95
Movie Pack C64	499.00
Power Supply C64	59.95
Sports Pack C64	299.00
Xetec Junior Printer Interface	129.00

Prices subject to change without notification.

CITY
Shop 3, 99 Elizabeth Street,
Sydney, NSW 2000
Phone: 221 1910

NEWCASTLE
180 Pacific Highway,
Charlestown NSW 2290
Phone (049) 42 1522

PARRAMATTA
Shop 21a, Greenway, Arcade,
222 Church Street,
Parramatta, NSW 2150
Phone 891 1170

CHATSWOOD
Shop G9, The Gallery,
Endeavour Street,
Chatswood, NSW 2067
Phone 419 2333

BRISBANE
225 George Street,
Brisbane, QLD 4000
Phone (07) 229 8011

BURWOOD
185 Burwood Road,
Burwood, NSW 2134
Phone 744 8809

HURSTVILLE
185E Forest Road,
Hurstville, NSW 2220
Phone: 570 73333

PENRITH
Shop 1, Carvan Arcade,
389 High Street,
Penrith, NSW 2750
Phone (047) 32 3377

LIVERPOOL
Shop 4, Westfield
Shoppgt'n, Macquarie
St, Liverpool, NSW 2170
Phone: 601 7700

NORTH SYDNEY
Shop F1, Tower Square,
155 Miller Street,
North Sydney, NSW 2060
Phone: 954 9116

MAIL ORDER FORM

PHONE FOR LATEST NEW RELEASES

PRODUCT/PROGRAM NAME	COMPUTER	CASSETTE/DISK	QUANTITY	PRICE

For Software only, add $3.00 for post or $10.00 for courier. For hardware, call to arrange.

Send to: Microcomputer Spot, Unit 3, Metro Centre, 38-46 South Street, Rydalmere, NSW 2116

We will exercise all reasonable care in the processing of your orders but we accept no responsibility for orders, monies or products lost or delayed in transit. Your order will normally be processed within 48 hours, but please allow 14 working days for the fulfilment of orders. Telephone orders are, of course, welcome, but unfortunately, COD terms are not available. Wherever possible, please supply a phone number where contact can be made within normal working hours. **PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. DO NOT SEND CASH.**

Method of payment, tick for Cheque ☐ Postal Order ☐
Tick for Bankcard ☐ Mastercard ☐ Visa ☐ AGC ☐
Credit Card No. _____
Valid from _____ Until end _____
Name as per card _____

TOTAL $ _____
POSTAL CHARGE $ _____
GRAND TOTAL $ _____

For delivery:
Name _____
Address _____
_____ Postcode _____
Telephone ( ) _____ Date Sent _____
Signature of cardholder _____

TeleCheck CREDIT LINE VISA MasterCard

Arcade

COMING

Chimera here. As a result of Fearless Leader giving me some rather pointed comments about lack of output, I decided to hie me hence to a place of rejoicing.

I admit a fair weakness for the odd spot of vid-blitzing, and enjoy standing on the sidelines just watching other peoples' efforts. Besides, if you think that I played all these games before writing, think again!.

SOME HOT RELEASES TO WATCH FOR:

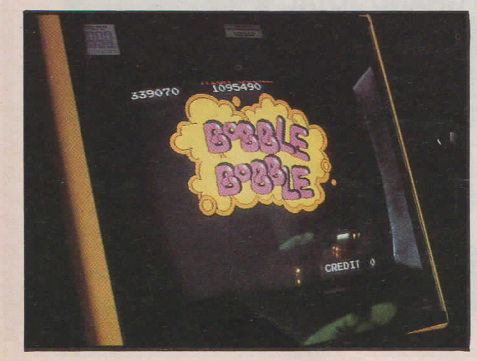
PINBALL: ELVIRA, POLICE FORCE, WHIRLWIND.

SIMULATORS: TOP LANDING, CONTINENTAL CIRCUS 3D, GALAXY FORCE II S.T.U.N RUNNER, CHASE H.Q. WINNING RUN.

SHOOT 'EM UPS: BEAST BUSTERS, ALIENS, VAPOUR TRAIL, MIDNIGHT RESISTANCE, STRIDER, AIRBUSTER, SNOW BROS., SEARCH AND RESCUE, PANG WORLD, TOKI, NAM-1975, DRAGON BREED, CRACKDOWN.

MARTIAL ARTS: CADASH, CRUDE BUSTER, GANG WARS, FINAL FIGHT, TEENAGE MUTANT NINJA TURTLES.

ABSTRACT OR UNDEFINABLE OTHERS: KLAX.



So. There you have enough new product to keep you busy (and skint) for the next six months or so. Here's a rough idea of some of the goodies.

ALIENS: Konami's version of the film scenarios. "Hot Stuff."

CADASH: Taito does D&D, for a large fee. " Pretty Wicked."

TOKI: A TAD too much like an extra-hairy Mario Brother. "Cute."

KLAX: Tetris riding a New Wave. "Interesting".

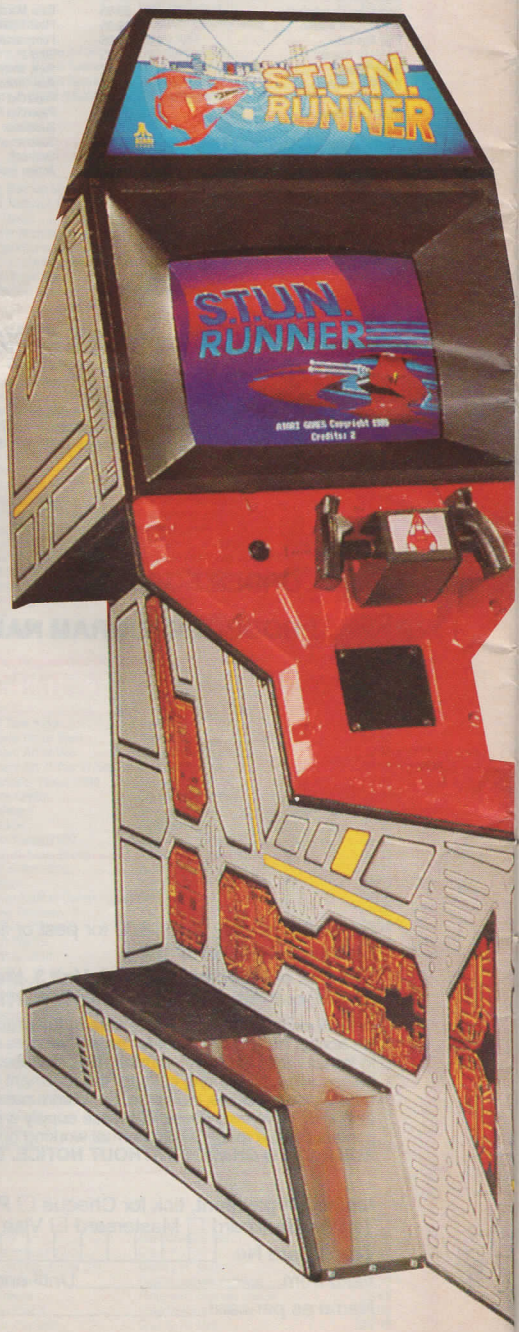
ELVIRA: Bally's Well-Built Pinball. Hmmm. – Nice Software!

STUN RUNNER: Atari's futuristic biker sim.: Move over, Mr. Skywalker! "Not a tree in sight."

CHASE H.Q: Taito driving on the Right Side. Vice is nice, especially in a Porsche.

– What the Hell. Try 'em all!

Chimera.



Action

G SOON

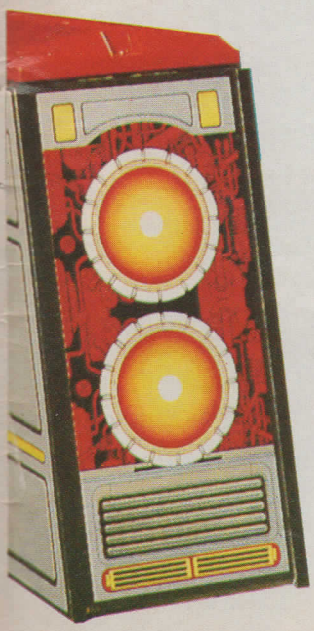
STUN RUNNER

I hear you all saying, "But that's not new, I've seen it in arcades already".

Well, you're right. This is a review about a current system which will be released later in the year by Domark on a home computer.

Stun Runner didn't take the arcades by storm, but it seemed to have developed an almost cult following of speed freaks. It's a highly underrated game which will come across nicely on home computers.

Atari claimed in their advertisements when it was released that you could test drive the future. If the future has cars that can drive 900mph, armed with lasers to blast the road hogs, then I just might see if I can wait around.



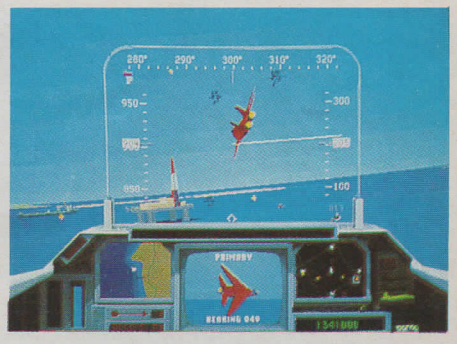
F-15 STRIKE EAGLE

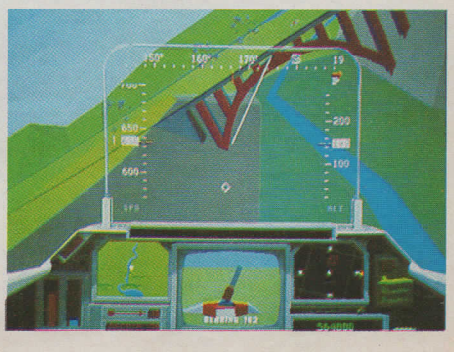
Microprose, the famous computer simulation company has now come out with once again amazing new technology in the form of a coin-op.

F-15 Strike Eagle has the classic Microprose feel, but without all the buttons and gadgets of a home computer version.

The game itself claims to have 2,000 poloygon's per frame running at 30 frames per second. What does all this mean, you ask? It means an extremely fast, smooth realistic simulation that is easy to fly but hard to survive.

It's definately worth a few coins, watch out for it soon.





SEGA®

MEGA DRIVE

Review by Scott MacDonald

Ozi Soft of Australia, following on their phenomenal success with that superior piece of hardware known as the 8-bit Sega MASTER SYSTEM, is all set to storm the Australian market in September with Sega's latest marvel of advanced gaming technology, the MEGA DRIVE, the ultimate dimension in game play.

The first true 16-bit console to appear on the home gaming scene, the MEGA DRIVE was released last year in Japan. This absolutely amazing unit, with many built-in features that are truly remarkable, is now set to be the first high powered video games machine to premier in Australia complete with a host of ACTION, Role Playing, SPORTS, STRATEGY and ARCADE games.

For the first time, the powerful technology used in arcade games machines, is now available in a console. You can now play in your home, on your TV set, games that look, sound and play exactly like they do in the arcade. The MEGA DRIVE brings games alive with vivid high-definition graphics, voices, sounds and music so true that they turn a game into a reality you can actually feel. Plug in a set of headphones for 10 channel stereo sound that surrounds you.

The absolutely amazing MEGA DRIVE could only be brought to you by SEGA, the masters of arcade entertainment with such games as OUT RUN, ALTERED BEAST, AFTERBURNER, SHINOBI and THUNDERBLADE to name but a few.

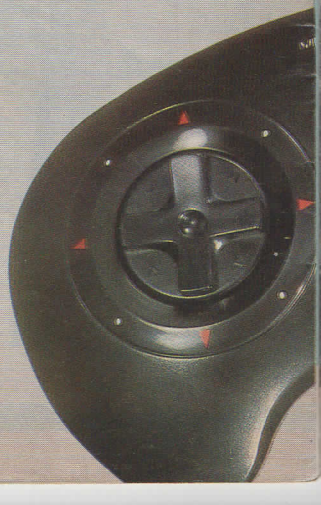
The MEGA DRIVE, with its sleek and ergonomic look, is much prettier than the Master System. The machine is moulded out of textured black plastic, with a cartridge slot surrounded by a raised circular "bubble" which gives it the look of a portable CD player.

Gracing the top of console is a sliding volume control (for the stereo earphones which plug in the front), a large Reset button and an On/Off switch that doubles as a cartridge locking mechanism preventing incorrect insertion of a cartridge or the removal of same without first switching the machine off.

Two joypad ports are also recessed in the front of the console. On the back of the console there are video, sound and RGB outlets, a 9 pin modem connector and a power supply socket.

The MEGA DRIVE, with a 68000 CPU for a brain (ticking over at a very respectable 8 MHz), has the ability to do an enormous number of functions simultaneously. Assisted by four very specialised custom chips, system RAM of 72K, screen RAM of 64K (a choice of 256 colours for any pixel on screen), sound in FM form via PSG (programmable sound generator) and a PCM (pulse code modulation) chip the MEGA DRIVE is a marvel of advanced gaming technology.

Utilising a system that is similar to that used in the coin-ops, the MEGA DRIVE can perform some remarkable feats. With multiple levels of scrolling in any direction, they range from the displaying of 512 colours (from a palette of over 256,000), to the scaling and tracking of up to 80 sprites at the same time; "scaling" is the sizing of graphics characters so that they appear to get progressively larger or smaller as they move towards or away from you.



The MEGA DRIVE system comes with a flat crescent shaped joypad in which is housed a Start button, three Fire buttons and a Directional (control) pad. Reacting well to vigorous playing the Directional pad does not have the stiffness usually associated with this type of controller which makes diagonals easier and faster to reach. The joypad is plugged in via a D-type connector which makes using Turbo Control pads or Joysticks possible.

A second joypad can be bought separately and plugged in; many of the games have an automatic sensor that only give the opportunity for two-player games when the second joypad is there. The controllers are large enough to fill both hands and are very comfortable and easy to use with the thumb of the left hand controlling the pad, while the fingers of the right hand press the A, B, and C buttons.

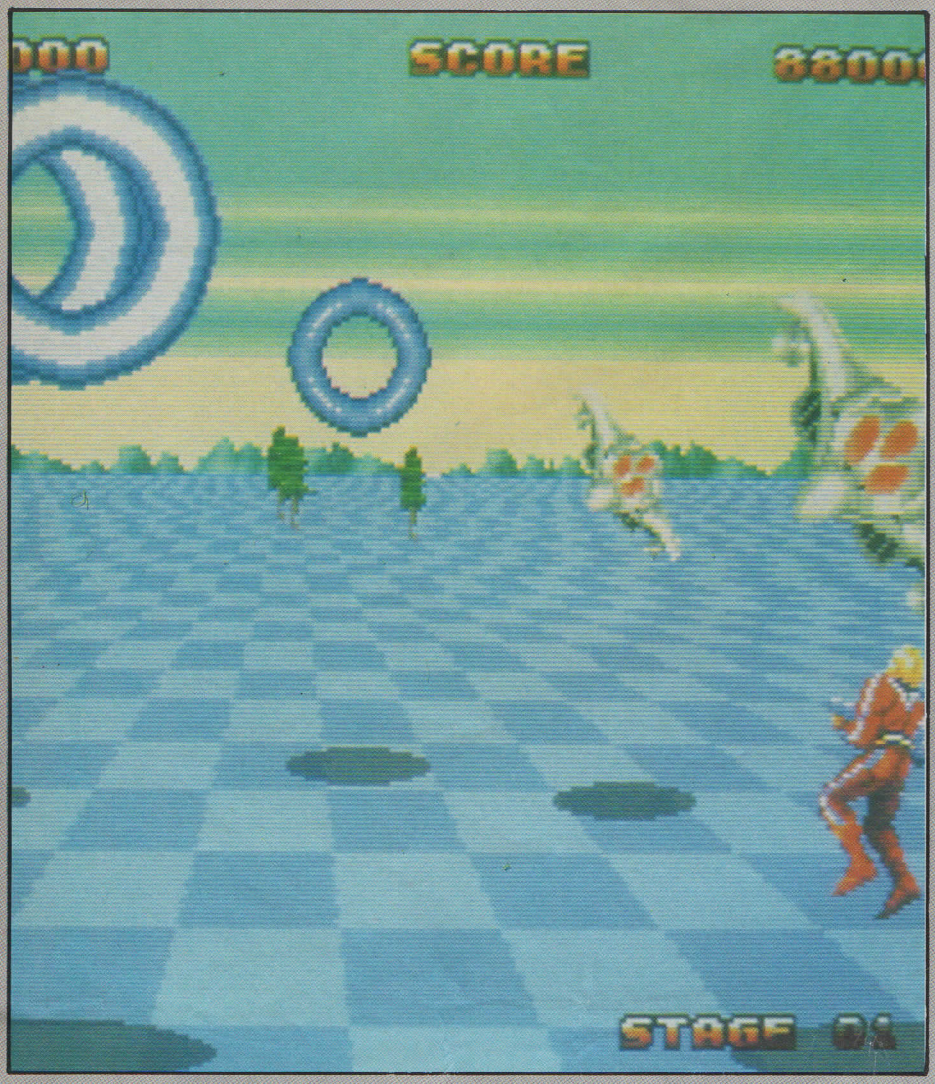
Sega, when designing the brilliant MEGA DRIVE, did not forget the vast library of Master System games (there are now over 100 titles). A special Power Base Converter (complete with Pause button and Phazer card slot) plugs into and fits very neatly on the CD shaped "bubble" of the MEGA DRIVE, automatically switching on a 4MHz 280 CPU so that all your favourite Master System games can be played complete with FM stereo sound.

The MEGA DRIVE is not just an outstanding piece of hardware but a spectacular games machine, or as SEGA says, an AUDIO and VISUAL INTELLIGENT TERMINAL for which many peripherals already exist but have not been released. They include a CD-ROM unit due to be released in Japan towards the end of the year – which should definitely be worth waiting for, considering what has already been done on CD-ROM.

A computer keyboard and floppy disk drive are also completed and can turn your MEGA DRIVE into a full-fledged 68000 personal computer. There is a Light Tablet and software that will let you draw pictures on a special board and have those drawings appear on your TV screen.

Finally there is the Modem which plugs into the port on the back of the console. This device is for the simultaneous playing of games (Tele-Baseball, Cyberball etc) over the phone lines with friends.

The library of MEGA DRIVE games now exceeds 30, and should pass 100 by Xmas. The power has been unleashed, the adventure begins, this is just the beginning of the MEGA DRIVE era, this is YOUR machine, your MEGA DRIVE.



SPACE HARRIER II

Once, the peaceful Land of the Dragons had suffered under a reign of terror. Evil creatures stalked the land, leaving death and destruction in their wake. A call went out to the farthest reaches of the Galaxy for a Champion brave enough to challenge this evil. The call was answered by Space Harrier, a young warrior with an Atomic Blaster and the ability to fly. With the help of Euria, the true Dragon Prince, Space Harrier defeated the enemies of the Land of the Dragons and returned the Dragon King to his throne. With peace again ruling the land, Space Harrier departed.

Then, one year later, the Dragon King died... and the Land of the Dragons was thrown into chaos! As Euria prepared to ascend the throne his evil cousin returned from exile with an army of Euria's enemies. In the violent battle that followed, the evil cousin invaded the Castle and took the throne. Even worse... Euria disappeared!

Now Space Harrier has returned to the Land of the Dragons to find Euria and to restore him to his rightful throne in the only way he knows how – mass shootem-up action. But this time, Space Harrier must journey farther than he has ever before, right into the jaws of the most vicious monsters in the known Galaxy. To complete this mission, Space Harrier needs your help. The Land of the Dragons is depending on you.

Space Harrier II is made up of thirteen stages of surreal non-stop blasting. Any of the first twelve stages can be selected at the start, but to get to the final stage all stages must be completed beforehand. Like all Space Harrier games the graphic detail is what it is all about and using 16-bit power, brilliantly coloured, defined and animated graphics at speeds approaching, if not equalling coin-op standard. But it is with the arrival of the end-of-stage guardians that the Mega Drive gets to dazzle – very weird and utterly vicious, the Guardians move with an astonishing smoothness and zero flicker. Seeing is believing!

Space Harrier II is a significant advance, on existing Space Harrier games, in graphic and sonic quality as well as overall presentation. The speed of the game is insanely fast (in keeping with classic coin-op style), the graphics and the way they are handled are all excellent, and the ferocity of enemy attacks makes other versions look positively passive. The combinations of all these things makes Space Harrier II a truly awesome piece of coding.

THUNDER FORCE II

Years ago the peaceful Planet Nebula was attacked by the arch enemy of the Interplanetary Federation, the Lone Star System. Nebula was laid waste and its population decimated. Over the next eighteen years the few survivors of Nebula rebuilt their planet and swore to protect their planet with their lives if the worst were to ever happen again. That time has come. Now once again the Lone Star System is on the march to dominate and destroy all who stand in her way. Led by Reficul, Emperor of Lone, a fleet of attack ships have been launched to stop any attempts to stop him. And that includes you.

The mother ship of the Lone Star System forces, the Plealos, a combat weapon fortress under the command of Reficul, has docked in Nebula's space portal deep within Nebula. What the Plealos cannot take she will destroy. Now is your chance to use your sophisticated combat skills and save the planet Nebula.

You are Ryder Jupiter, known as Ace, of the Federation and it is your mission to pilot the super space jet Thunder Force II. The Emperor of Lone, Reficul, plans to dominate Nebula can only be thwarted with the power of the Thunder Force II and you at the controls. So fly, Ace, fly and fight your way down to the Plealos for the final confrontation, but first you have to get there and to get there you have to survive. With five levels of intricate places to pass through, where ultra combat weapon forces wait to demolish your ship.

Flying high above Nebula, the scene below looks very bad. And if staying out of the line of fire seems difficult now, be prepared for worse to come as the further you go down into Nebula the worse it becomes. Because once you are underground, even obstacles pose a threat to your chances for survival. If you survive and arrive at the space portal you have abandon Thunder Force II for the confrontation with Plealos, here you have to rely on the molecular Excelizer, a blast so strong it leaves nothing behind but memories.

Go forth brave one, this is the stuff that separates the men from the boys. So good luck, free the entire Federation of this Reficul forever, and remember, heads up! If all this seems as though you need help you can call on the only person you trust in battle, the faithful Diana Rean, a bold and determined comrade.

ALTERED BEAST

Enter a time of myths, legends and when gods ruled the world. When men were warriors and courageously fought unnatural enemies in the endless battle of Good against Evil. Summoned by Zeus, God of Thunder, you have been awakened from the dead to challenge the wicked Neff, God of the Underworld, to rescue Athena, daughter of Zeus. Although you were once a brave and awesome Roman Centurion, the rigors of this journey demand a supernatural display of strength. And so you are bestowed with the powers of the Altered Beast, the King of the Animals, the power to transform your being into a part animal, part human creature of formidable force.

But to achieve this rare form of vitality you must earn it. By conquering foes and capturing Spirit Balls, you will muster the energy to transmute from one beast to another. And each time you do you will advance one round closer to the realm of the Underworld where Neff awaits the final confrontation. With five rounds to clear, the number of underlings you must defeat is staggering. But Neff promises to be the most loathsome enemy yet, so prepare yourself for the worst. And remember Zeus did not bring you back from the grave to fail!

ROUND 1: WEREWOLF

Round 1 takes place at the Acropolis at Hades where Zeus has awakened you from your grave. Here you will be attacked by such nefarious creatures as the Slow Feet, Headless Horrors, Skinny Orcuses, Grave Masters and finally you must destroy the three-headed Wolves, capture the omnipotent Spirit Balls and you will be transformed into a snarling-shredding Werewolf as this is the only way to defeat Aggar (the Boss) a huge legless monster with endless giant heads which he rips off and throws at you till he defeats you.

ROUND 2: WEREDRAGON

Inside a dark and dank cave, you have begun the descent into the Underworld. Now a barrage of even more loathsome creatures, the Round Leaches, Chicken Stingers, Rattle Tail and finally their Boss, the Octeyes. But with the power of the Spirit Balls you take flight as the flame-throwing Weredragon.

ROUND 3: WEREBEAR

Inside a cavern deeply into a rock basin, you are beset by crevasses everywhere. Fall into one and there is no return to the world above. Turn into a careful and crafty Werebear and your chances of survival are increased, but to do so you battle Cave Needles, Fossils, Rock Turtles and the Mouldy Snail (the boss).

ROUND 4: WERETIGER

You have arrived. In front of the gates to the underground Palace, you stalk angrily, boldly searching for an entrance. Now as Weretiger nothing can hold you back as you take on Hammer Demons and the monstrous Crocodile Worm and its hordes of fire dragons.

ROUND 5: GOLD WEREWOLF

You have survived the labyrinth of the Underworld so far. Now Saw Fishes, Gory Goats, Rad Boars and Dark Unicorns have to be overcome to get to Neff who waits to protect his prized Athena. Can you survive the ultimate test of will and cunning??

SEGA MASTER SYSTEM CONTEST

Aren't you fortunate? We've been able to acquire a Sega Master System, worth megabucks, and two games to go with it. T'here's Wonderboy III, a game which got an 82 rating in MegaZone, and Double Dragon. So, you might ask, what do I have to do to get a Master System? Well, you could send a lot of money to the Editor, but, seeing we're in a good mood, all you need to do is write a caption for the Ian Gunn cartoon featured on this page. Please make them funny (or try, anyway), 'cos we need a good laugh around here at the moment.

SEGA MASTER SYSTEM CONTEST RULES

1. One entry per person.
2. All entries remain property of the magazine (since we can't return them).
3. All entries must be written or typed; no holgrams accepted.
4. Entry to this competition is free (apart from a 41c stamp), so don't expect a cash prize.
5. This entry must have your name, address and phone number attached, Employees of MegaZone, and its subsidiaries, friends, relations, and groupies, are not permitted to enter. (Bummer, eh, I wanted that System. Ed.)
6. South Australian entrants may submit a photocopy or handwritten facsimile. (We don't know what that means either, but we have to put it in).
7. Entries close on the 15th September, 1990.
8. Entry to this competition is an agreement to abide by all the rules, not matter how strange they seem.

Send entries to:
MEGAZONE SEGA COMPETITION
POSTAL BAG 9 ROSEBERY NSW 2018

UMS II

UMS II is the definitive military campaign simulation. Rainbird have taken the theme of the original UMS and developed it into a truly Universal Military Simulation. Battle it out across the whole spectrum of military combat, from drawn out campaigns across continents, down to individual theatre battles in either of the two World Wars. Alternatively, create your own world and armed forces and fight for world domination in a totally new environment.

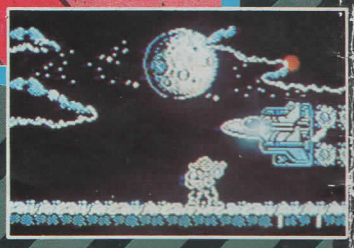
Universal Military Simulator II – could you control the world?
UMS II is available now for your Commodore Amiga, Atari ST, Apple II GS, IBM PC & Macintosh from all good software stores.

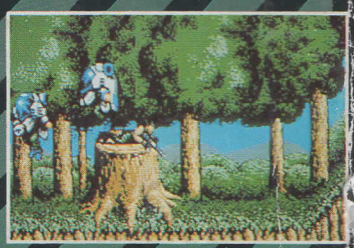
RAINBIRD

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504412

MIDNIGHT RESISTANCE

DATA EAST





ocean